STAR WARS Gamer

THE FORCE IN STAR WARS GAMING

NUMBER 3

DROIDS

- BUILD ONE
- BUY ONE
- BE ONE

CLOUD CITY CHAOS

15 of the galaxy's DEADLIEST PIRATES

DARTH BANE STORY BY KEVIN J. ANDERSON
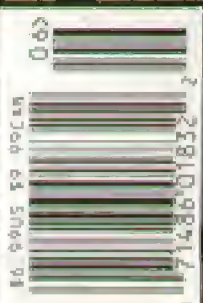
STAR WARS Gamer

THE FORCE IN STAR WARS GAMING

VOLUME 1, NUMBER 3
DROIDS

CONTENTS:

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MY DAY AS A DROID

Activating … processing …

8:42 A.M. Cancel staff meeting at 10:00 A.M. to allow more time to prepare files for Lucasfilm. Compile list of articles to complete by end of day. Acknowledge that list is too long. Initiate delegation protocol for remainder of day.

8:45 A.M. Download email from One GeeEm (JD Wiker), Star Wars game-designer droid, regarding "Secrets of Kashyyyk" article planned for Issue #4. Review 1-GM's email and reply. Initiate automatic editorial reminder: Wookiee spelled like "cookie" with extra "e." Contemplate why Kashyyyk is spelled with three "y's."

9:19 A.M. Send email to Elfor One and One For-El (Jeff and Mike), requesting that they compile and edit Letters and Imperial Dispatch columns and forward file to me. Receive automated reminder that L-41 is visiting folks in Nashville. Assign entire task to 1-4L instead.

9:23 A.M. Pick up ringing phone, "This is ZeeOne TooBee. How may I assist you?" Discuss web content for upcoming Dark Side Issue. Transfer ideas to long-term memory file.

9:30 A.M. Talk to ArrTee One (Kyle) about minor changes to the Ship Displays in the Silent Death article. Insert sidebar and screenshot for Silent Death Online Game. Instruct RT-1 to print final galley. Send formatted article with standard approval form to Lucasfilm.

9:55 A.M. Open fiction file "Bane of the Sith" and format. Insert impressive Stan Shaw illustration and find cool pull-quotes. Email Kevin J. Anderson to request minor story revision. Pray he's not out hiking in the mountains.

10:22 A.M. Send Star Wars Insider #53 "Prequel Update" with approval form to Lucasfilm. Allow three nanoseconds to slip back into Star Wars Gamer mode.

10:27 A.M. Edit "Cloud Cover" adventure. Transfer files to RT-1 for formatting and art placement. Commend Bill Slavicsek on his excellent adventure. Advise him to write faster next time.

11:00 A.M. Disconnect self from Droid Cube E260-13. Attend meeting. Initiate yawn protocol. Resist urge to shut down.

11:42 A.M. Check fax. Collect and sort papers and approval forms. Confer with RT-1 about C-3PX cover. Replace fake cover lines ("Take My Droid, Please!") with actual cover lines. Send for approval.

11:58 A.M. Fight off circuit overload by clutching chrome-plated cranial unit. Leave building to recharge energy cells.

1:00 P.M. Reconnect self to droid cube. Put out fires ignited by fellow droids during absence.

1:12 P.M. Devise clever name for the Dxunian raptor in "Bane of the Sith" story. Consider and reject Lucasfilm's suggestion of "Mittens." Implement name "Scratchy." Delete, and implement final name of "Skreev." Submit for approval.

1:23 P.M. Reply to email from Forex ElenCee (Johnny) regarding LucasArts game trailers for possible CD insert in future issue. Provide 4X-LNC with LucasArts contact info.

1:26 P.M. Pick up ringing phone. "This is ZeeOne TooBee. Can I help you?" Wrong extension.

1:27 P.M. Convert "The Starfighter Trap" story from Issue #1 to Word File. Check formatting. Send file via email to LucasArts for eventual posting on <www.lucasarts.com> website.

1:42 P.M. Pick up ringing phone. "ZeeOne TooBee here. What do you want?" Speak to nice lady about hiring contract droids to assist with workload. Notify her of budget limitations. Agree to write down lady's contact information. Store in short-term memory buffer.

1:45 P.M. Update magazine masthead to include Eye-Em DeeOne (Jefferson). Search cranial database—Dry Wit Folder—for interesting topics for Editorial column.

1:48 P.M. Receive "State of the Arts" section from Haden Blackman at LucasArts. Begin editing file.

2:21 P.M. Receive word that scheduling conflicts prevent Kevin from revising Darth Bane story in time to make our deadline. Stare blankly at computer. Email Lucasfilm and request Plan B.

2:30 P.M. Pick up ringing phone. "This better be important!" Receive notice that the Death Star is not yet fully operational. What else is new.

2:32 P.M. Receive Plan B from Lucasfilm. Also contemplate likelihood of Hoojibs on the cover of Issue #4. Chuckle mechanically. Return to reality.

3:01 P.M. Resume editing.

3:03 P.M. Ignore ringing phone …

Chris Perkins, Editor-in-Chief

FORCE FEEDBACK

"I felt a great disturbance in the Force ... as if millions of voices suddenly cried out..."

That's More Like It!
Step 1: Write Intriguing Letter
Step 2: See it Printed Here

I asked for letters. And you heard the call. Thank you. This is the issue where you, gentle readers, have made my job easy. Through your own interest and sheer exuberance you have asked questions which, naturally and effortlessly, make me look good. For this, I must thank you again. Thank you all. Now, the letters:

Brutally Honest

Dear Mr. Editor,

I just picked up your premier issue on the news stand just the other day. I'm going to be totally honest, I didn't expect much at all. I bought it anyway and boy, was I wrong. The CCG section was great for the newbies and even the expert player. You wanna know what the best part is? The RPG section. I have read it over and over again. I keep finding something new that I can (and will) use. So, in conclusion, I would like to say thank you. Thank you for putting together a top-rate STAR WARS magazine. I'm seeing a bright future for you.

Adam Kieffer
Zanesville, OH

I always like it when they call me "Mr. Editor." The old-timey formality is curiously refreshing. Thanks for your honesty, Mr. Kieffer. We'll do our level best to keep it coming. Although I advise you not to stare directly into the bright future. You'll hurt your eyes.

Don't Think, Play.

Dear *Gamer*,

Howdy guys, great magazine. I hope your fine publication as well as the new STAR WARS RPG really takes off. But, one thing is really keeping me from getting into the STAR WARS RPG, even though I'm a big fan of the d20 system and the new D&D game: I don't get the Force.

In particular, I don't get the Jedi's allegiance to the good aspect of the Force. The concept of the Force derives from eastern notions like and yin and yang and such. But it also includes seemingly incongruent western notions by giving the Force a "will." It seems to me that the extent of the Force's will is BALANCE. This has been stated many times in most of the STAR WARS movies. If this is so, then the Force is not at all necessarily a benevolent power and is just as much rooting for the darker servants as the light.

In fact, it seems that the Force was actively responsible for bringing Darth Vader and the Emperor to power in order to topple the unbalancing rule of the benevolent Jedi Council. If this is so, the New Republic itself will one day be toppled by another rise of dark side Force-users and the cycle will repeat ad nauseum.

Now this IS the concept behind the yin and yang, but in the source material there is no notion of being a servant to the yin or

A Huge "We're Sorry"

We at STAR WARS *Gamer* believe in giving credit where credit is due. Well, we do now, anyway. In the mad rush to get our first couple issues out the door, we neglected to credit the vastly talented Christopher West for both the "Peril in the Ionosphere" poster map from issue #1 and the "Lambda Heist" poster included in issue #2. Sorry, Chris!
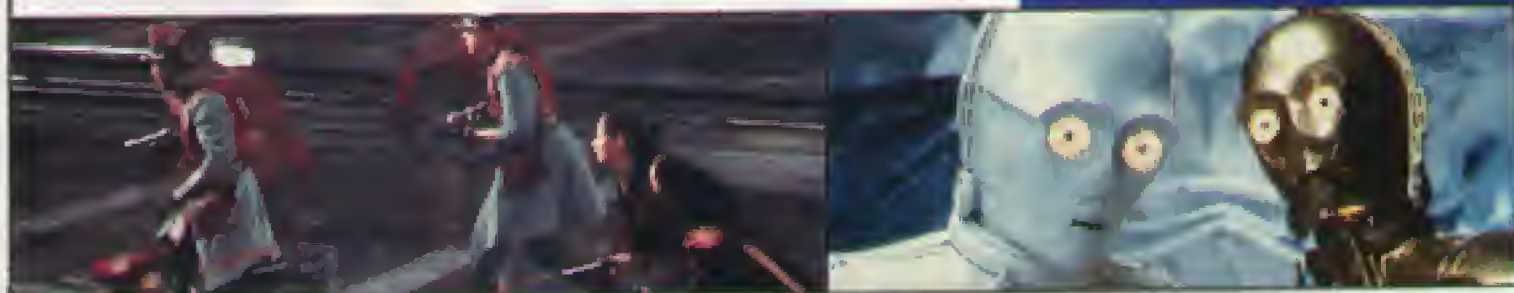
yang. It is just the nature of reality. In fact, embracing BOTH is encouraged. But in Star Wars, the Jedi consider themselves servants of only the light aspect, and in serving only the light side, they serve incompletely and/or delude themselves, for the nature of the Force is neutrality. Also, the call of the Jedi code for emotional detachment is problematic for portraying mature Jedi (it was OK for Luke to not be apathetic and monkish because he was a struggling youngster). Even Obi-Wan mourned and showed rage during the climax of Episode I. So please, someone enlighten me so I can buy the game already. How does the Force make even fictional sense?

Jin Choung
via Internet

The student fails to purchase the textbook, then bemoans his lack of understanding? Sloppy, Jin. Sloppy.

But, I know spiritual crises can be tough. Many times on the journey toward understanding, one encounters crippling paradoxes. Since I'm such an advanced Jedi, I'll explain. Focus. And stop fiddling with that lightsaber.

As I'm sure you're aware, the Force is a bigger, broader concept than one system of beliefs can necessarily encompass. Even the wisest Jedi understand it imperfectly. So naming eastern philosophy as the source for the Force is backward. "Yin" and "yang" are imperfect explanations of a larger, mysterious, seemingly willful Existence, just as the "Force" is. The Force is not demonstrably "rooting" for anybody, not even balance. The Force just is.

The Jedi are not deluded; they don't deny that there is a dark side to the Force. If you're watching closely, you'll notice that they're not even strictly benevolent. They just believe that the light side is a preferable model to employ in understanding the Force, and a better long-term strategy. So, the Force may not inherently favor the light or dark side, but you'd rather live next door to the light side.

Another way to look at it is a little thing called "Suspension of Disbelief." If you inspect any fiction closely enough, it breaks down. Far be it for me to ruin anybody's escapism, but—Spoiler Alert!—Star Wars is a series of movies, not a metaphysical treatise. I mean, you like D&D, but no sustainable ecology could possibly support large dragons for any reasonable length of time. Why does that glaring inconsistency bother you less than a perceived contradiction in speculative philosophy? You have to find your own equilibrium for suspension of disbelief, but don't kill yourself figuring out how the fiction all works. Just play the game, man.

Canon Fodder

Hi there,

First off, let me say that the first issue of Star Wars Gamer was fantastic, as is the new Star Wars game itself. You guys really managed to put together a top-notch product that rivals anything WotC has published before. Kudos to the entire Star Wars team!

Now, on to my question. For some time, Lucasfilm has made it a point to make sure that all printed Star Wars material, from the comics to the novels to the card game, fits into the overall scheme of the SW universe. That is, it's canon (this is confirmed in the foreword to the Star Wars Encyclopedia). As a former illustrator for the original SW RPG from West End, I'm very familiar with the care Lucasfilm takes in reviewing the RPG material before it goes to print and the standards they set for what becomes canon. So, I can only assume that, like your predecessors, everything you guys print must go through the same rigorous

LEGO Your Feelings . . .

The crew of the Galaxy Wayfarer roam the Star Wars universe in style—and in their own custom-made LEGO freighter (1). Using the Millennium Falcon set as a basic model, Daneen McDermott of Federal Way, WA, brought to life the GM's gift to the players: their own ship.

Notacca the Wookiee rests in one of several crew quarters (2) while Kaz and Amara inspect the Wayfarer's mysterious hidden cargo (3). Defending ship and crew is a powerful dual laser cannon (4) operated by Spin (5). The Wayfarer is piloted by the Rodian-repo-man Vuko Bobodutto (6), though Vuko's player is anxious to get his hands on a real LEGO Rodian.
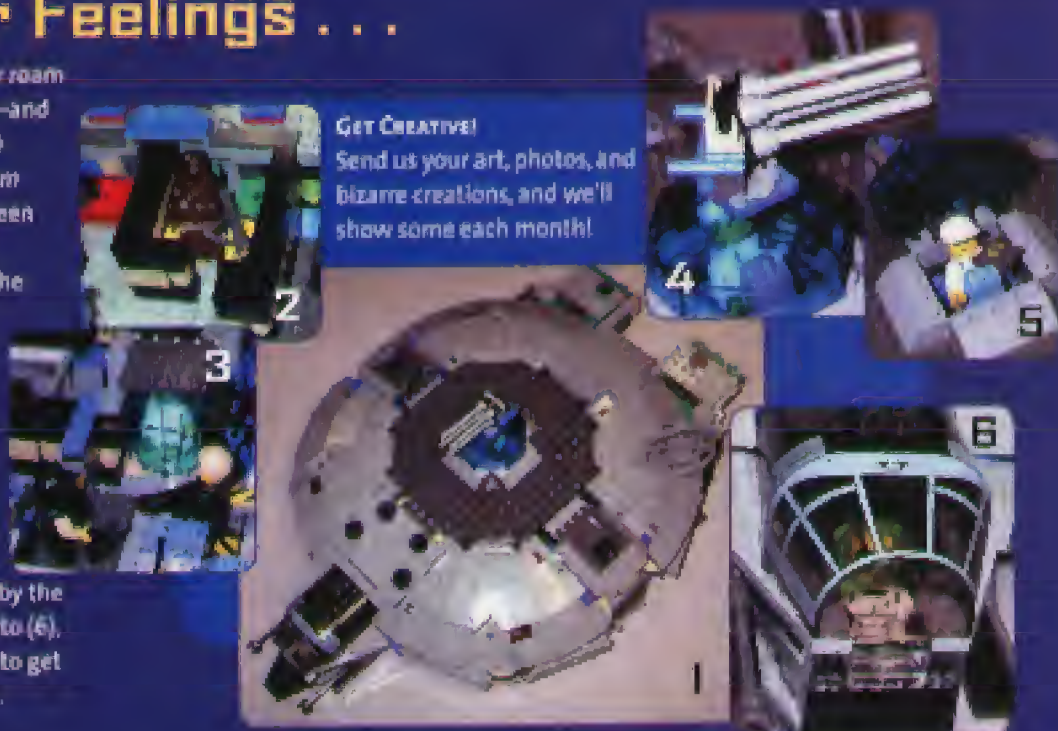
GET CREATIVE!
Send us your art, photos, and bizarre creations, and we'll show some each month!

scrutiny before hitting the shelves.

This is why I was very surprised to see an article in issue #1 of *Star Wars Gamer* detailing alien races from the Marvel Comics *Star Wars* series, a series that has been pretty much disavowed by Lucasfilm altogether. Prior to this article, I've never seen any mention of the Marvel series in any official SW publication, with the exception of a single issue of Bantha Tracks (now *Star Wars Insider*) which gave WEG game stats for Lady Lumiya, a prominent Marvel SW villain. [That was actually *Star Wars Galaxy* Magazine #3, written by Patrick McLauglin, Bill Smith, and *Gamer's* associate editor Michael Mikaelian. —Ed.]

So, with all that I mind, I have to wonder . . . does your article signify a reversal of Lucasfilm's take on the Marvel series? Will we see more from those books in the future? Perhaps new d20 stats for Lady Lumiya or other Marvel-made characters? Is Marvel becoming canon?

Thanks,
Talon Dunning
Atlanta, GA

For an answer, we went to Lucasfilm's own Ben Harper for a tell-all spectacular. Ben says:

Good question! We have never disavowed the existence of the Marvel comics. We have, whenever feasible, included important events and characters from the Marvel comics in our other products. Some of the Marvel storylines came out before anyone knew what would happen in *The Empire Strikes Back* and *Return of the Jedi*. Obviously, in many places, those films contradicted what had happened in the comics. Which ones are more important? The films, of course. However, Lucasfilm recognizes the creativity and diversity within the Marvel comics and feels there is a place within the *Star Wars* galaxy for non-continuity events. You'll notice that books recognized as *Star Wars* canon are marked with Era symbols (so you'll know where they fall within the *Star Wars* timeline). The non-continuity books (at this point, the Dark Horse *Star Wars Tales* and *Infinities: A New Hope* comics) will soon be marked with a non-continuity symbol. Elements from the Marvel comics that don't tread upon that which has been established in the films, novels, comics, et cetera, are being integrated into official *Star Wars* canon because we like them, they're cool, the aliens will be fun to use in the RPG, and, well, we were just feeling a bit nostalgic. After all, it's been over 20 years!

Imperial Dispatch: Game Errata
Corrections and Clarifications from the *Star Wars* RPG

Page 132, replaces Vitality and Wound Points
Your vitality and wound points tell you how much punishment you can take before dropping. Your vitality points are based on your class, your level, and your Constitution modifier, while your wound points are equal to your Constitution score. Wound points for most creatures are determined by their Constitution and size.

When your vitality points reach 0, you can no longer avoid real damage. Any additional damage dealt to you is deducted from your wound points.

When you take any wound damage, you are fatigued. In addition, each time you take wound damage you must make a Fortitude saving throw (DC 10) or be stunned for 2d6 rounds.

When your wound points reach 0 you fall unconscious and are dying. You immediately make a Fortitude save (DC 10) to see if you die from your injuries. Even if you succeed, you must make a Fortitude save every hour until you stabilize or die. (See Injury and Death, page 139.)

Page 135, under Improvised Thrown Weapons
Improvised thrown weapons have a range increment of 2 meters, not 10 feet.

Page 139, replaces the Injury and Death section up to Damaging Helpless Defenders
Injury and Death
Your vitality and wound points measure how hard you are to kill. While your opponents know a number of ways to hurt, harm, or kill you, you usually just take damage and lose vitality (or wound) points. The damage from each successful attack and each fight accumulates, reducing your vitality or wound point totals until one or the other reaches 0. Then you're in real trouble. Luckily, you have a number of ways to regain vitality and wound points. If you have a few hours (or days) to rest, you can recover lost vitality (or wound) points on your own. Technology provides faster ways to restore lost wound points.

What Vitality Points Represent
Vitality points represent your character's ability to avoid the nastiest effects of being hit in combat, turning a lethal hit into a near miss. Losing vitality from a blaster shot doesn't mean the blaster bolt hit you, but rather indicates that you barely dodged and avoided taking physical damage. As you lose vitality points, you become tired and less able to avoid deadly hits. A high-level character has a greater pool of vitality points, and is better able to avoid physical damage.

What Wound Points Represent
Wound points represent your character's capacity to withstand physical trauma. Losing wound points from a blaster attack indicates that the blaster bolt hit you, dealing potentially deadly damage
Effects of Damage
Once you run out of vitality points, additional damage is deducted from your wound points. Damage doesn't slow you down until you take wound damage. If you take any wound damage, you are fatigued. You cannot run or charge, and you suffer an effective penalty of −2 to Strength and Dexterity. A character remains fatigued until all of his wound points are restored.

More, More, More!

Hello to everyone at *Star Wars Gamer*! First I'd like to say thanks a lot for providing us with a great mag to use in conjunction with the RPG! Just one issue and I already feel that your mag will make a huge difference in having an authentic *Star Wars* experience! I do have a couple of questions, though.

First, are there going to be more sourcebooks? And when are they coming? I'm sure not everyone wants to fly a copy of the *Millennium Falcon*, and I'm also pretty sure there are a hundred different designs that they could choose from. I personally would like something to go on, though, as I wouldn't want to just make things up completely as I go. Your "Shipbuilding Secrets" article helped a lot, but there was only one ship design, ya know?

Also, a larger list of crafts, knowledge, languages, professions, etc. would be really helpful to my players. I think a lot of people would appreciate these lists being published or otherwise made available to them. Thanks a lot for listening! I look forward to future issues!

Chris Hallman
Houston, TX

I hope you read the last issue. Ships ahoy there. And we spilled a little about the ships sourcebook later this year. So, yes, more sourcebooks. This issue is more about droids, but we've managed to work some ships in here too. Next issue will also feature the ship that flew like a mountain: the Ithorian herdship. Which,

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In addition, each time you take wound damage you must make a Fortitude saving throw (DC 10) or be stunned for 2d6 rounds. (A stunned character loses his Dexterity bonus and can take no actions.)

At 0 wound points, you're unconscious and may die (see below).

Page 140, the following replaces the existing sections

STABILIZATION AND RECOVERY

An unconscious and dying character (one with 0 wound points) stabilizes naturally if his or her Fortitude saving throw succeeds by 10 or more, or the roll is a natural 20. Other methods for stabilizing an unconscious and dying character are described below:

••Using the Treat Injury skill, DC 15
••Using a medpac (which stabilizes the character and heals 1 wound point)
••Using the Heal Another Force skill, DC 10

A stabilized character doesn't need to make Fortitude saving throws every hour to avoid death.

A stabilized character regains wound points at the normal rate (1 wound point per day of rest).

Healing that restores a character to more than 0 wound points makes the character regain consciousness, though the character remains fatigued until he or she is fully healed (all lost wound points are restored).

NATURAL HEALING

You recover 1 vitality point per character level for every hour of rest, and 1 wound point for every day of rest. You may engage in light, nonstrenuous travel or activity, but engaging in combat prevents any natural healing for that period of time. For example, a 3rd-level soldier/2nd-level noble recovers 5 vitality points per hour of rest and 1 wound point per day of rest.

A full night's sleep (8 hours) restores all vitality.

ASSISTED HEALING

A trained healer can double the rate at which an injured person recovers lost wound points. Using the long-term care option of the Treat Injury skill, a healer can increase the rate of recovery to 2 wound points per day.

EQUIPMENT HEALING

Certain items can restore lost wound points. Medpacs are good for stabilizing dying characters or restoring a limited

number of lost wound points. A bacta tank treatment restores wound points at an advanced rate. See Chapter 7: Equipment for more information.

Page 166, Flash Speeder entry, under Attack Bonus
Add +2 crew

Page 166, Ikas-Adno Nightfalcon entry, under Attack Bonus
Add +2 crew

Page 167, under Rebel Alliance Combat Snowspeeder, under Defense
It should read: "Defense, 17 (–1 size, +8 armor)."

Page 182, under Engine Wash
The first sentence should read: "The energy radiating from a size Large or larger starship's engine deals damage to ships that are of smaller size categories within the engine's fire arc (usually aft) and within point-blank range."

Page 186, Imperial Customs Guardian Light Cruiser, under Class
The Class should be "Transport," not "Space Transport."

Continued Next Issue

granted, isn't for joyrides, but it's still pretty cool. Look for it.

You can make up whatever you want to go with Craft, Knowledge, and Profession, skills. We've intentionally kept the list short, though. Here's why: The more of these we throw around, the less any one of them is useful. If you're a player and you've spent a lot of skill points on Knowledge (Wampa Endocrinology), then you're going to want to use that skill. But the window for using that skill is very small, so the GM has to spend a lot of effort making it useful, which is hard, or ignore it, which is no fun and useless for the player. However, if we just have Knowledge (Life Sciences) then it's more likely to be useful, and easier for the GM to work in. So everybody wins

with fewer specific skills. This is today's game design lesson. Discuss among yourselves.

He Really Likes Us

Dear Friends at *Star Wars Gamer*,
I just bought the first issue off the shelf and I already love it! It was like opening a whole new galaxy for me. I'm definitely going to subscribe. One of the first things that I read was the "Darth Mail" section, as soon as I saw the part in the one letter where it said they wanted you not to cover much CCG and computer/electronic gaming, I knew it was a girl writing in before I read the name. I disagree! Come on, Megan, give the games

a chance. Personally I thought the least interesting part was the part about the Marvel series characters. Don't get me wrong, I still liked it a lot though. I also certainly hope to find a lot more CCG Deckplans, stand alone games, Frantic, and Lightside/Darkside comics.

A huge fan,
Tim Barrera
via internet

P.S. Keep up the great work!

Well, if you insist. But here's a word of caution, Padawan. It's a bad idea to second-guess a person's gender solely by his or her opinions. Some girls like CCGs and computer games. Some boys don't. This knowledge will serve you well in life. Especially the girls part.

Hey, We Can't Write *That* Fast
Dear *Gamer*,
I read your first issue of *Star Wars Gamer* and thought it was pretty good; however, I was wondering a couple things. Do you know if they will have specific source books for vehicles, aliens, planets, and other specific subjects, or will it be like West End where any other information was through adventure kits and journals?

Thanks,
Shaun Shuey
Wonder Lake, IL

We will indeed be producing specific sourcebooks for these things. Later this year you can expect to see a book on ships and a book on a whole mess of alien species and other critters. I dare not tell you more, lest the dreaded Business Manager, Peter Kim, find out that I'm leaking info to you. It's not that he'll do anything to me, but if I can avoid a long-winded lecture about proper release of info, I'll do it. Or you can just check out the Product Previews sidebar on the right. No, your *other* right. You can also find out the latest release info on our official website. www.wizards.com/starwars/.

New Product Tie-Ins Free Online!

This spring, Wizards of the Coast releases two exciting *Star Wars* roleplaying products: *The Living Force Campaign Sourcebook* and *Secrets of Tatooine*. Check out the game's official website (www.wizards.com/starwars) for features and exclusives about these new titles!

In April you'll find a feature interview with the design team of *The Living Force Campaign Sourcebook* plus an original adventure set in the campaign's own Cularin system. To add to the excitement, our Creature Feature gives you an optional new resident of the system's asteroid belt: the Cularin space slug. In addition, you can get an exclusive sneak peek at *Secrets of Tatooine* before you can buy it!

May gives us more about the new campaign pack, including a *Secrets of Tatooine* art gallery, a design team feature interview, a new Bounty Hunter Gamemaster character, and even a new optional creature for use amid those arid sands: the desert wampa.

Also in May, we'll be giving you your first sneak peek at June's *Rebellion Era Sourcebook*, with an opportunity to customize your Rebellion-era adventure

ideas and enter a special preorder promotion. All this plus more new characters and other surprises, available only at www.wizards.com/starwars.

TIME TO CHAT!
Swing by our Wizards Presents chat room Friday, April 13, between 5 and 6 P.M., and get the most up-to-the-minute news on our line of *Star Wars* miniatures. Creative Director Chris Pramas will answer your questions about the minis hitting shelves from March through June. To log in, visit www.wizards.com/chat —you can drop in as a guest during the chat, or sign up for a screen name in advance.

Besides reading *Star Wars Gamer*, visiting www.wizards.com/starwars is the best way to stay up on the latest happenings in the world of the *Star Wars Roleplaying Game*. See you online!

CORRECTION
Last issue we promised ongoing *Star Wars* chats on the Wizards of the Coast web site. Well, we *lied*. But, as you can see, we have lots of other things going on, and we've got the Cularin space slug! Are we awesome or what?

A Life-Size Star Destroyer?

Dear Gamer,

I don't know about other gamers, but I have major issues with the way starship combat is handled in the Star Wars Core Rulebook. It seems that it would be fine if all of the players were in one craft (or wing), traveling in a straight line and fighting only a few enemies. But that's neither realistic nor fun. As a GM I've run space battles where each character had his or her own ship, with upward of 30 actual enemies that were interacting with the characters (not just floating around like props). A complex battle like this using a starship template for each of the heroes' ships seems daunting, and heaven forbid that any one makes a turn. there would be way too many ships to move.

I know you don't want to hear this but is there any way to make the battles more like the old West End Games rules? The old sysem had numeric speeds and weapon ranges and modifiers that don't require calculators. If an article or several articles could be published to offer rules on mass battles, that would be great.

Another concern of mine is the speed of ships. Sometimes there is a race between ships to reach a point first. This is where numeric speed codes are a blessing; it is easier to tell what ships have the slight advantage. But the new system only has "abstract speeds" such as "ramming." If two ships whose max speed is ramming then who is faster? If speed codes for ships can be added in as bonus features, that would be great as well.

Thanx
Robert Redhead
Halifax, Nova Scotia

Always the WEG game! WEG did this! WEG explained that! WEG came to my house and held my hand through the first four adventures! WEG gave me twenty dollars! WEG died for my sins! Ye gods, people, is there no rest?

Ha Ha! No, seriously, comparisons to the WEG game are inevitable and not a bad thing. But the d20 version of Star Wars makes no secret of having different priorities. Different games have different strengths. I won't bore you with my lengthy opinion. Suffice it to say that the d20 system pays attention to the characters rather than the characters' vehicles.

What you seem to be talking about is ships dogfighting, swooping around, taking hits . . . more of a miniatures game. LIKE, MAYBE THE ONE WE PRINTED IN THIS VERY ISSUE. MAYBE THAT'S WHAT YOU'RE LOOKING FOR, ROBERT? WHERE'S YOUR PRECIOUS WEG NOW, HUH?

Sorry. Next letter.

Inconceivable!

Dear Star Wars Gamer,

I really enjoyed your first issue, but one small thing bothers me. In the "Duel of the Fates" article I found that the breakdown of the game rounds follows the movie closely, but the ending is a little vague. In reference to Obi-Wan it says, "He jumps out of the pit and over Darth Maul, using his Tumble skill."

My main question is how could anyone hanging by his fingers jump ten feet up and over Darth Maul. Did he move himself with the Move Object skill, did he use the Burst of Speed feat, or did he just make one heck of a Jump roll? I don't want to nitpick, but I know some similar situation will come up in my campaign and I just want to know what I should do. Thanks for your time, and may the Force be with you.

Jamian Nace
Rochelle Park, NJ

The explanation to this is a bit of GM license. With a successful Tumble roll at DC 25, the core rulebook states that a hero can "Tumble up to 6 meters . . . moving through areas occupied by opponents (over, under, or around them as if they weren't there)." Ten feet is roughly half of six meters, so the action of going over an opponent and the distance moved is well within the rules. Also note that Obi-Wan used a Force Point, which lets one do unlikely things. So a GM or player is completely within rights to describe the action as flipping over an opponent out of a pit.

Besides, it's a roleplaying game. You're playing heroes. If I have a choice between an everyday, easily believable

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Alien Anthology
by Steve Miller & Owen K.C. Stephens

Gamemasters and players alike will find this a useful resource for new heroic and Gamemaster character species, as well as creature allies and opponents.

Choose from over 50 existing species, or use the rules provided to create your own aliens and creatures. Available in October 2001

This cover is a placeholder only

Starships of the Galaxy
by Owen K.C. Stephens

The ultimate guide for players and Gamemasters who wish to build custom starships for the Star Wars Roleplaying Game.

Other features include additional combat maneuvers, expanded weapon and component lists, and a complete list of everyone's favorite fighters and capital ships.
Available in December 2001

action and an exciting, slightly incredible action. I'm going to pick the second one. Wouldn't you?

Uh-oh, Now We've Done It!
Dear Star Wars Gamer,
One thing I'd really like to see in your magazine is more species. The last issue had seven wonderful ones I had never heard about. The RPG game book give simple statistics for Bothans, Dugs, Hutts and others, but that is not enough; show us the full bonuses and penalties for them. Here are a few more suggestions:

1. Old favorite species. I want to see Duros, Aqualish, Ugnaughts, Jawas, Toydarians, Selonians. Drall, Cali-bops, Quarren, Vratix, Gran and many more from the movies and Expanded Universe.
2. Take suggestions from game play-ers. For example, Selonians could have +2 Dex, +2 Con, +2 Climb, and +2 Swim bonuses, along with –4 Bluff and –4 Sense Motive penalties.
3. Include species available only dur-ing certain time periods, such as Firrerreos.
4. Run a feature on species that the average Star Wars fan is unfamiliar with, such as those represented in the Phantom Menace podrace, or in the background of the Senate.

Creating characters is one-third of the fun in Star Wars RPG, and personalizing them (choosing species, class, and skills) is the best part. Support my quest to have more options.

Thanks,
Jacob Stockton

Is every issue too aggressive a release schedule for you?
1) We gave you the Duros last issue, and some of those other species you listed might well appear in a book later this year. Not that you heard it from me.
2) We do take suggestions from game players, especially game players who read our submission guidelines and propose articles; we take those sug-gestions very seriously. Hint Hint.
3) Can do.
4) Like the Advosec coming in issue #4? Consider it done!

Okay, that's all this issue. Keep those let-ters and emails coming. My ego is fragile like the orchid and requires constant praise and input. Now, enough with the clever retorts. Commence reading! 🔳

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Answers to your
STAR WARS RPG Dilemmas
BY JD WIKER

Do the bonuses for Lightsaber Defense, Knight Defense, and Master Defense add together?

Yes, they do. Lightsaber Defense, Knight Defense, and Master defense all provide dodge bonuses to a character's Defense. The definition of dodge bonuses on page 132 explains that unlike most bonuses, dodge bonuses add together, or "stack," as the rulebook calls it. So if your character has all three feats, your character's Defense when wielding a lightsaber is +6.

My 4th level Soldier character picks up a level in the Noble class. As a Soldier, she had a +4 attack bonus. Does she now have +0 attack bonus, or do I get to take the better of the two bonuses?

Actually, you add the bonuses together, so your Soldier/Noble still has a +4 attack bonus; when she takes a second level in Noble, her attack bonus will go up to +5. This works the same way for saving throws and reputation. It also works this way for Defense bonuses, but you have to subtract 2 from the new class's bonus. So your Soldier/Noble would get a total Defense bonus of +4—the initial +3 from the Soldier class, and (+3 −2) +1 for the Noble class.

Now that my Soldier has become a Noble, can I still purchase ranks in Pilot or Repair for only 1 point each?

No, you'll have to pay 2 skill points for each rank of Pilot or Repair that your character takes when she advances as a Noble. Even if the skills were once class skills for you, during the time that they're not, you have to pay the cross-class price for them.

This only applies to the cost for the skills, though. A character's maximum number of ranks in any given skill is the character's level +3—in the case of the Soldier 4/Noble 1 (a 5th-level character),

she can take a total of 8 ranks in any class skill (5+3), and 4 in any cross-class skill. But because she was once a Soldier, she can take up to 8 ranks in any of the Soldier class skills—she just has to pay 2 points for each rank she buys when advancing as a Noble.

Why are there two different kinds of Jedi—the Jedi guardian and the Jedi consular? What's the difference?

From a design perspective, multiple choices is a good idea (so long as there aren't so many choices that a new player is overwhelmed). We had five non-Force-using classes, so we wanted to provide multiple choices for Force-using classes as well. Force adept was one—for the players who want Force-using characters, but don't want to be Jedi. But a generic "Jedi" class all by itself would either have to provide a broad range of skills—making the Jedi much more powerful than non-Force-using classes—or it would have to severely limit the number of skills, which would be too restrictive.

We decided to break the Jedi into two separate classes. One, the Jedi guardian, would be the traditional Luke Skywalker or Obi-Wan Kenobi type: a warrior who wields the Force to supplement his martial abilities. The other, the Jedi consular, would be more cerebral—someone who focuses on the more spiritual side of the force. So, in simple terms, a Jedi guardian is good at combat, and a Jedi consular is good at negotiation.

This may be more of a question about the *Star Wars* universe, but if I play a Jedi who turns to the dark side, is he then considered a Sith?

Not unless he's trained to be one. "Sith," like "Jedi," describes a specific

school of philosophy—not just the state of being evil.

I don't understand how to attack using the starship combat rules. Do I use my Pilot skill or my attack bonus?

The rules for attacking with starship weapons are on page 179. A gunner on board a starship uses his base ranged attack value, and adds in his Dexterity modifier. If he doesn't have the Starship Operation feat for the type of ship he's aboard, though, he suffers a −4 penalty to his attack rolls.

If the gunner is also the pilot and has at least 5 ranks of the Pilot skill, he can add a +2 synergy bonus to firing the ship's weapons. The ship could also have additional bonuses, such as from a fire-control computer.

My character acquired a Dark Side Point, so I started looking over the rules on the dark side—and it doesn't seem that bad. In fact, my character will get bonuses on using dark side powers. Shouldn't there be more penalties associated with turning to the dark side?

The dark side is seductive: it doesn't show you all the penalties until they start to affect you. While a bonus to using dark side powers and a penalty to using light side powers (which, at this point, is only Heal Another) might not seem that bad, remember that your character will be evil. He won't be performing dramatic acts of heroism anywhere near as often as characters who don't turn to the dark side—which means he'll only get Force points when he advances a level.

We'll explore this concept more in our upcoming sourcebook, *The Dark Side*, due this summer.

I'd like to move my Scoundrel character into the Bounty Hunter prestige class, but he won't meet the base attack bonus requirement until 8th level. He would have to be 10th level to be able to get his Intimidate skill (a cross-class skill for Scoundrels) up to +5 ranks. And his Reputation score won't be high enough until he's 12th level. Why is it so hard to get into prestige classes?

As Master Yoda might say: "Only difficult in your mind!" Prestige classes aren't meant to be easily accessible; you have to plan your character's future and not wander too far from the path you've chosen if you want to get into a prestige class as soon as possible. And even then, the soonest you can expect to get into a prestige class is around 5th level.

The trick to getting into your chosen prestige class quickly is to multiclass. The Scoundrel who wants to become a Bounty Hunter, for example, might take a couple levels of Soldier, which will increase his base attack bonus more quickly and let him purchase the Intimidate skill as a class skill. As for Reputation, remember that it's not entirely based on level. The Gamemaster could easily reward spectacular deeds with Reputation points.

Speaking of bounty hunters, why is it a prestige class? What if I want to play a bounty hunter at first level?

You can certainly play someone who hunts others for money, even as a 1st level character. But to be recognized as anything other than an amateur by others in the bounty hunter profession, your character has to take up the Bounty Hunter prestige class. Think of the "bounty hunter"—without the capital letters—as someone trying to gain recognition in the field. Think of the "Bounty Hunter"—with the capital letters—as someone who has that recognition.

How often do I recover Force points?

Force Points don't return to your character like vitality points or even wound points. When you spend a Force Point it's gone for good. You get another Force Point—a

completely different one—whenever your character advances a level. You can also get another Force Point by performing an act of dramatic heroism.

Can I take 20 on a Heal Another or Heal Self check? How about Farseeing?

Theoretically, yes, but in practice, not really. Taking 20 represents attempting 20 checks, one right after the other, eventually rolling a 20 on the die—the best possible roll. With Heal Another, Heal Self, and Farseeing, you have to wait an hour before you can attempt another check, so taking 20 on any of these means taking 20 hours. In the case of Farseeing or even Heal Self, that's not such a penalty. You can rest between attempts to regain the vitality you've spent on the attempt. But with Heal Another, it could be tricky, especially if you're trying to stabilize a character who is dying and might expire before you've finished making 20 checks.

With Force skills, knowing the exact result of the die roll is often important. A Heal Another skill check of 24 has a different effect than a Heal Another skill check of 34. If you're trying to see a far-off place with Farseeing, exactly when you actually get to see it might mean the difference between seeing something important and seeing nothing at all.

In cases like these, the GM will likely disallow the take 20 rule and just require the player to roll the die 20 times—adjudicating each result as it comes up.

My favorite characters in the Star Wars movies are the droids. I have this great idea for a destroyer droid that's been reprogrammed by the Rebel Alliance. But the character-creation rules don't give me that option. How do I create a droid character?

Roleplaying droids isn't everyone's cup of tea, so we didn't consider it vital to create rules to do so—at least, not in the core rulebook. But there are a lot of other people out there who also want to play droids, so we've asked one of our Star Wars editors, Cory Herndon, to put together some rules for creating droid player characters. You can find them in this issue of Star Wars Gamer.

You could also simply choose a droid from the samples in the core rulebook and play it more or less as written. You'll have to get your GM's permission first, of course, and remember that a droid's level is roughly equivalent to an ordinary character's level. So if everyone else has a 1st level character, and you really want to play that 12th level destroyer droid, your GM might not be too keen on the idea.

Do Thugs have to check for stun every time they're wounded?

Yes, they do. Not giving Thugs (or Diplomats or Experts) vitality points was designed to make running them easy for the GM—and fun for the players. But if they can just stand there and take hits, then they have an unfair advantage over the heroes.

I noticed that the Star Wars Roleplaying Game doesn't include rules for Attacks of Opportunity, like Dungeons & Dragons uses. I like those rules, though. Why can't I use them in Star Wars?

You can easily use those rules in Star Wars. They'll translate just fine from the D&D Player's Handbook. We didn't include them because, in our experience, many players feel that Attacks of Opportunity slow down the game; stopping in the middle of one character's action to resolve another character's Attack of Opportunity can get confusing for beginning GMs and players. (It's actually not that difficult. It just looks scary at first.) Since we want the Star Wars Roleplaying Game to be more cinematic than Dungeons & Dragons, we decided to leave those rules out of the core rulebook. But if you and your group want to use those rules, they're in the D&D Player's Handbook on page 122.

ROGUES GALLERY

02: Droids and the People Who Love Them

ILLUSTRATED BY JOE CORRONEY

Rogues Gallery is a recurring feature that shows character portraits around a theme. Each portrait is sized to fit in the "character illustration" box on the back of the STAR WARS character sheet. Players can use the portraits as depictions of their heroes, and GMs can use them as characters for the heroes to encounter. Have you got a theme you'd like to see in *Rogues Gallery?* Let us know!
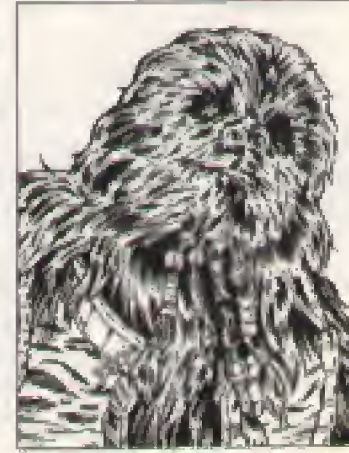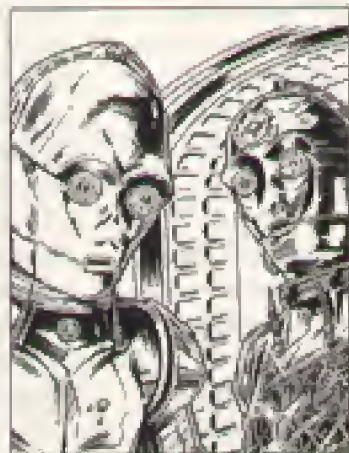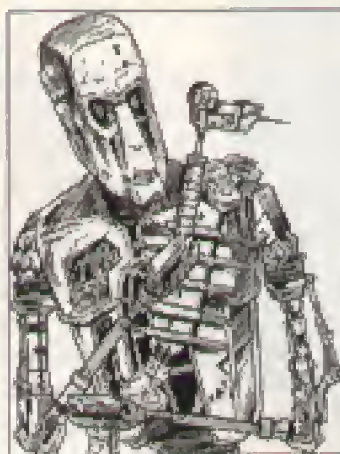
BANE OF THE SITH

BY KEVIN J. ANDERSON

CREATURE STATISTICS BY DUMPERS O'DEEM
ILLUSTRATED BY STAN SHAW

Like a thrown dagger seeking its target, the *Valcyn* stabbed through hyperspace, a lone survivor racing away from the site of the battlefield massacre.

All of the Sith Lords were dead after their last stand on Ruusan ... all except one.

The insidious "thought bomb" set off in a glorious suicidal gesture by Sith Lord Kaan had also obliterated all of the Jedi Knights under Lord Hoth's command. Every Force-user on Ruusan had been annihilated, warriors both light and dark. But there were other Jedi Knights abroad in the Republic—and now the Brotherhood of Darkness was extinct.

Except for Darth Bane.

"You are a coward," said a hollow spectral voice beside him, loud and hot in the closeness of the sleek ship's cockpit. "You have failed me and Lord Kaan and all your Sith brothers."

His knuckles white as he gripped the controls of the *Valcyn*, Darth Bane curled back his lips, showing clenched teeth. His eyes were wide and hunted as he navigated through the convolutions of hyperspace, fleeing toward what he hoped would be a refuge ... and a new beginning.

Beside him, occupying no space inside the blade-shaped spacecraft, sat the avatar of Sith Lord Qordis, a man wrapped in shadows. He crackled with black dark side energy—the evil residue of a dead man.

Qordis turned his long ghoulish face toward Bane. His eyes were embers of fire wreathed within inky hollows. The specter pointed an accusing talon-like finger at Darth Bane. Reflections of his remembered obsidian-encrusted rings glittered in the cabin light.

"No, Master Qordis," Bane said, a large man hunched in the cockpit. "I am not craven. I have done only what was required. Someone had to escape, so that the flames of dark lore would not be extinguished completely." His head was shaved smooth, his scalp blotched with discolorations. Bane's jaw was firm and square, his eyes as large as lanterns. His body was muscular enough to intimidate any foe, but the accusing spirit of his Sith Master made even the burly Sith Lord's resolve turn to cold water.

"You abandoned us, Darth Bane."

"No, I intended only to protect the legacy of the Sith! I must carry on the work of Darkness, or else all of our existence, the entire Brotherhood, will be forgotten."

Trying to concentrate on his ship despite the looming presence beside him, Bane studied the coordinates. He worked the *Valcyn*'s controls, and the ship plunged out of hyperspace, as if a surreal vacuum had broken around it. The slim spacecraft dropped into star-studded blackness, circling downward with its own momentum, augmented by powerful thrusters.

Darth Bane descended into the harsh, bright light of the Onderon sun. In this solar system, only one planet was habitable—Onderon itself—and it held a grouping of four erratic moons, including the beast moon of Dxun.

There, perhaps, he could redeem himself and mitigate this disaster.

Bane pressed his cold lips together, muttering quietly as he wrestled with his guilt. He had told Lord Kaan the folly of his "thought bomb" plan, had disagreed with the tactics of such complete and destructive surrender. On the blasted and corpse-strewn battlefields of Ruusan, he had argued against the mass suicide of the Sith Brotherhood, even if it meant dealing such a blow to the Jedi Knights. A poor bargain, he had insisted, raising a gloved fist inside the war pavilions where the angry and wounded dark lords thought only of revenge against his comrades.

But, as they had done for so long, the Sith followers were more interested in their private squabbles, trying to step on each other's shoulders merely to gain status for themselves. Didn't they see what they were doing to their glorious dark dreams?

Darth Bane had watched it happen. Even while the Brotherhood of Darkness faced total defeat at Ruusan, still they were more interested in personal glory than in uniting against the common enemy.

They had been vanquished for their folly. Bane was glad to be away from fools with too much power ...

"Excuses and self-justification," said the ghostly avatar of the dead Lord Qordis, who had been annihilated on Ruusan,

BANE OF THE SITH

like all the others. "You were always a disappointment as a student, Bane. My other trainees followed orders, but you questioned too much. You refused to do what was necessary, and you never bothered to finish your training." Qordis seemed to grow larger, until the Valcyn's cockpit could no longer contain the angry spirit. "Now how will you complete your mission?"

"I always do what is necessary, for my survival and for the benefit of the Sith," Bane muttered. "But none of you would listen to me." The Valcyn plowed through interplanetary space, cutting its way toward Dxun, where Bane hoped to find a new future for the Sith. "Now you are all dead, and at last I have a chance to recreate the Sith in the proper way."

The leprous green moon hung directly within his navigational circle. Though squeezed and cracked by tidal stresses, Dxun was overgrown with a cancerous covering of wild lifeforms, twisted jungles infested with predatory creatures more horrific than any Jedi Knight could ever imagine. Bane had heard of the moon's long dark side history and hoped to find a place of refuge here on Dxun.

When he looked beside him, he saw that the specter of Lord Qordis had vanished. He breathed a sigh of relief as he began descending into the beast moon's gravity well, wondering where he would ever find a safe landing place in the nightmare of foliage below.

His relief came too soon. "You will not get away unpunished!" Qordis's words boomed into Bane's mind. Sparks flew like fire geysers from the Valcyn's control panel. The engines gasped as if they'd been strangled, then gave out with a disheartening thunk. The damaged craft rattled and shuddered as it dropped through the air like a wedge-shaped stone. All the ship's systems had gone completely dead.

Bane struggled to reignite his thrusters, attempting to squeeze just a little more energy from the repulsorlifts. The hull heated to a cherry red as the Valcyn tore through Dxun's atmosphere. Lightning crackled around him. Storm explosions hurled his ship from side to side.

"Curse you, Lord Qordis," he said in a dry throat.

As the treetops rushed up at him, he fought back his panic, cast away his helplessness, and used a desperate snatch of Sith powers. The dark side energies buoyed his falling craft just enough so that it crashed into the treetops with slightly less than lethal force.

Branches splintered. Leaves burst into flames from the friction of his passage. The Valcyn's hull tore open, shredded by the sharp boughs. Darth Bane shielded himself with all the Sith power he possessed, forming a cushion against the impact.

The Valcyn broke through the forest canopy and slammed into the soft, mucky ground. The careening spacecraft ripped a long furrow and uprooted trees and plants, setting them afire behind him.

When the ship finally came to rest, Darth Bane found himself intact, though the ship itself would require months to repair—if he even had the capability at all. Weak, and yet revitalized by the very fact of his survival, Bane pried his way out of the damaged spacecraft. The smoking hull burned his fingers as he climbed free. He dropped to the uneven torn ground.

The lone survivor of the Sith carried a supply pack and his hook-handled lightsaber, nothing more. He stood with his hands on his hips, surveying the furious jungles of Dxun, and contemplated his next step. He would be here a while.

Lightning continued to roar overhead like shattering electric crystal. He stepped away from the crash site into slashing rain in the black of night. He didn't know where to go . . . other than away from the ruined Valcyn. The beast moon seemed to be crouching and ready to spring.

Igniting his lightsaber, he trudged into the jungles, using the throbbing blade as a machete against the fang-clawed vines that writhed at him. He sliced through a thicket, but the foliage only grew denser, more resistant. His nostrils flared with anger as he strode forward, hacking with each step.

"You cannot hide out there, Bane."

He turned to see the avatar of Lord Qordis towering over him, ethereal yet vengeful. Bane lashed out at his dead teacher. "A Sith does not *hide*." He struck furiously with the lightsaber again, clearing a large tree in a shower of sparks. "I feel no fear."

Behind him in the morass of undergrowth, a loud boom ripped through the jungle. A pillar of fire erupted, vaporizing more of the oily foliage. A shockwave from the exploding fuel cells and cracked engine core flattened the forest for a hundred meters around. Smoking shrapnel, hunks of metal hull plates hammered around Bane like a meteor shower.

Now, nothing remained of his damaged ship but a smoldering crater sizzling in the cold rain.

Angry, Darth Bane turned to the smug dark side avatar. "I see you don't intend to make this easy for me."

"I intend to make it deadly for you." The evil spirit barked a harsh laugh, then dissolved into the jungle shadows.

Bane shored up his determination and pointedly refused to look back as he pushed into the wilderness of Dxun. He thrashed through the jungle, which never seemed to give him three steps without fighting back. The ground beneath his feet trembled from the moon's tidal instabilities. Ominous hunting noises filled the jungle, and Bane remained on his guard. He knew the dark and bloody history of this place and was aware of his own peril.

Eons ago, the beast moon of Dxun had shifted in its erratic orbit until it came dangerously close to the parent planet. During the first grazing encounters, the atmospheres of Dxun and Onderon touched and joined, allowing the hideous flying creatures of Dxun to travel across the bridge and fall upon the unsuspecting primitive people of Onderon. The beasts preyed upon the helpless humans, slaughtering them, until the survivors learned to protect themselves. The humans invented weapons, fortified their villages, and trained their fighters to kill the venomous beasts.

As the moon continued on its orbit, the atmospheres separated again. But once each year they touched, and more monsters could journey to the feeding grounds on Onderon.

Centuries later, after the Onderon civilization had developed in response to the horrible stresses, the orbits finally shifted again, freeing Onderon from the deadly kiss of Dxun. But the cities remained fortified, the culture continued to be warlike, and some of the leaders had schooled themselves in the dark side.

The once-great Freedon Nadd had ruled here for a time, and the ancient nobles, King Ommin and Queen Amanoa, had also used Sith secrets to cement their rule. Ommin and Amanoa had been entombed beside Freedon Nadd here on the beast moon. Years later Exar Kun, the Dark Lord of the Sith who had first resurrected the Sith Brotherhood, also came to Dxun, raiding Nadd's ancient tomb in search of dark side secrets.

Darth Bane knew there must be more to gain from this tainted, sinister place . . .

Light as a feather, yet moving with an assassin's power and grace, a sleek feline creature dropped out of the gnarled branches above. The creature was a dynamo of muscles, claws, and fur.

Though he was astonished that the predator could creep up on him so easily, Bane's dark side senses tingled at the last moment. He dove aside, avoiding the lethal blow, but still the impact of the panther-like creature knocked him to the ground. Crashing through stiff branches, Bane rolled away, bringing up his lightsaber.

The feline predator had steel-gray fur interleaved with tiny bronze scales that gave it a reptilian shimmer. Its claws swept the air in a fist of swords, but Bane danced backward, dodging the blow. The panther-thing leaped again, and this time its double tails thrashed, both of them smashing into a tree trunk with a sizzling impact.

Bane dodged again and saw that the panther's two tails were each tipped with a long, hooked stinger swollen with a bulbous end. Where the stingers had torn holes into the tree trunk, corrosive venom ate a blackened, smoldering hole through the bark and the heartwood.

Narrowing his eyes, Bane felt the dark side energy build around him. He clasped the handle of his lightsaber. The panther-creature bared its long fangs and yowled, but it did not back away as Bane slashed the energy blade back and forth.

Rain continued to sheet down in steaming sparks off of the blazing lightsaber. The panther-thing crouched on its haunches, its wiry muscles coiling. Bane could sense the beast's thoughts, knew when it was going to spring—and as the monster lunged into the air like a torpedo of fur, scales, claws, and fangs, Bane struck with his lightsaber, sweeping the blade upward in a powerful arc. He eviscerated the monster, splitting it open between its twin poisonous tails and curving sideways so that the smoking blade came out of the panther-thing's powerful shoulder.

The squirming creature flopped to the ground, thrashing like two pieces of frying meat. Bane took a deep breath as he watched the light fade from the demon's eyes, saw its claws flex and twitch.

As in the crash of the *Valcyn*, once again he emerged without a scratch. He heaved a lungful of the sour-smelling jungle air, detecting the electric ozone from his lightsaber blade, the singed fur and bubbling flesh of the slaughtered monster.

Bane snarled a bestial cry of his own into the jungle shadows. "You brought that upon me!" He expected his teacher Qordis to appear again, laughing at him. But instead of the vengeful dark avatar, he saw the shadowy spirit of Sith Lord Kaan, the fallen leader of the Brotherhood of Darkness who had annihilated the Sith and the Jedi on Ruusan.

The Sith Lord's voice was resonant and powerful, as always, but calm. He bowed his shadowy head toward the slaughtered creature lying in the underbrush. "It is a predator. It can think only of hunger and blood. It doesn't care whether you are good or evil, Darth Bane. It simply wanted to feed." The avatar backed away. "Come."

Without brushing aside a leaf or a twig, the ominous spirit strode into the jungle, gesturing after him. But before Bane could follow, Lord Kaan had vanished into the darkness.

Intent now, Darth Bane fought his way deeper into the wilderness, trying to trace Lord Kaan's path, but still not knowing where he intended to go, where the dark side would lead him. Resinous vines thrashed at him, but he shouldered them aside. Thorns clawed at his face, but he did not let the scratches or the blood inconvenience him. His lightsaber made the air smell of burnt sap and smoking green wood.

He called up his Sith abilities, letting his mind expand to encompass the festering evil, the brooding potential power available to him. Though under the tutelage of Lord Qordis, Bane had never finished his training. He had listened to other instructors, studied some of the ancient writings, but there was much about the dark side he had yet to learn.

Now, Bane had no choice but to teach himself, and he had the incentive to achieve Sith skills. He hoped Kaan's avatar would assist him, but even without its sinister aid, Bane would do everything possible to resurrect the Sith Brotherhood.

Disoriented in the dense undergrowth, he trudged for hours in the direction that the shimmering spirit of Lord Kaan had gone. He followed his instincts like a compass directing him toward the concentration of dark side energies, a powerful wellspring that had long lurked on Dxun.

When he did not see the avatars again, he wondered if the evil specters had abandoned him. He didn't think so. They were just waiting and watching, letting Darth Bane make the next move . . .

He hacked away at a dead black tree, its leafless branches drooping like clawed fingers, its bark covered with scabrous encrustations of fungus. When the broken tree toppled, Bane stepped forward under the driving rain into a small opening where even the grass had turned brown and withered. A geometric structure stood there, a pyramid with uneven planes and incorrect angles, made of a dull metal like a giant block of armor.

Bane stopped, his mouth open. He sucked in a heavy breath of the moist, fetid air. He had heard of this place, knew it to be a focus of dark side power: the tomb of Freedon Nadd, a hidden structure meant to hold the evil energies that had infected the bodies of legendary dark Force-users. The pyramid was a reliquary of lost artifacts and information that would recall the lost

BANE OF THE SITH

wonders of the Sith. It was a chance for the Brotherhood of Darkness to start again—under his own terms. Now things would change under his stern vision.

Feeling energy tingle in his every step, Bane crept into the clearing. His lightsaber hummed and crackled as if eager to draw him forward. His skin felt electrified with the power of this place.

The ruined, overgrown tomb of Freedon Nadd seemed to attract the lightning and the rain. Bane stood in front of the structure, looking up at the sheer metal sides, at the stained and corroded walls of Mandalorian iron. The lost crypt had been breached thousands of years before, broken open by some other plunderer—Exar Kun, perhaps—and left exposed to the vicious elements on Dxun.

Crouched inside the overhanging shelter of the broken doorway, he rested, exhausted from his ordeal—first the flight from Ruusan, then the crash-landing on Dxun, and now the long and difficult trek through the jungle. He used a glimmer of his Sith power to summon fire and built a blaze from dead wood. The harsh orange and yellow light flickered and fought against the gloom.

Bane drew strength from the shadows around him. He seemed to hear whispering voices, a potential ready to explode here in the tomb. And yet he took comfort. "Here I will find my heritage. The evil in this place is resounding."

Outside in the clearing, the rain droplets sheeted through the shadowy image of Lord Kaan as if he wasn't there. "The evil is in you, Darth Bane—as it should be. If you went to the shining towers of Cinnagar, or the plush chambers of Coruscant, or the rich savannas of Thule, the evil would still be within you."

Bane listened and smiled.

Kaan continued, "You are a seed. Will you let the Sith Brotherhood grow . . . or wither?"

Revitalized, he ignited his lightsaber again. Using it as a torch, he passed into the tomb of Freedon Nadd, ready to explore. The dripping passages around him were made of thick stone walls, slimed with green moss. The floor was covered with a film of decayed leaves and vegetation that had blown in over the centuries. Brittle bones of rodents and the crisp shells of dead insects were strewn in the corners. Though he saw many signs of death, he noticed no scuttling spiders, no living creatures at all. It was as if the tomb of Freedon Nadd had swallowed all the lifeforce, holding it like a battery.

He encountered blind chambers and sealed rooms, three broken sarcophagi where tomb robbers had stolen bodies or jewels, though Bane suspected that any thief foolish enough to raid a Sith crypt had probably died a horrible death not long afterward . . .

At corners in the winding passages, the ethereal specter of Lord Kaan led him onward, guiding him through the labyrinth. Bane did not question his former leader; he simply followed as anticipation swelled within him.

At last, Kaan stood outside a small chamber, his eyes blazing with dreadful fire. The alcove walls seemed wet and reflective. On the floor, as if someone had carelessly tossed it there, lay a jagged pyramid with starlike protrusions and sinuous hieroglyphics.

Bane pushed his lightsaber through the doorway so that the crackling glow of the energy blade illuminated the stone-walled room. "Is that a Sith holocron?" He looked in amazement at the shade of Lord Kaan.

"That object contains all the answers you desire, all the training and instruction you will need to master the secrets of the Sith. A wealth of information."

"It is all the wealth I need," Bane said, his voice no more than a cold breath.

By the shimmering light of his weapon, he saw that the air inside the chamber was threaded with strands of silvery, sticky webs. Rounded encrustations like armored barnacles plated the low ceiling. The alcove had a claustrophobic and brooding aura, and Bane hesitated.

"In there, you must take the holocron," Kaan's booming voice insisted.

Gharzr (Dxunian Stalker)

A fierce, catlike predator native to the rainforests of the beast moon of Dxun, the gharzr can also be found on the planet Onderon.

The gharzr's scaly hide provides it with a degree of natural armor. About 3 meters long and weighing over 200 kilograms, the gharzr is very agile. This gives the creature a +8 species bonus to Hide and Move Silently skill checks. The gharzr's keen senses also grant it a +4 species bonus to Listen and Spot skill checks. Most at home in the branches of the thick, gnarled trees of the beast moon, the gharzr also gets a +8 species bonus to Climb skill checks.

The gharzr attacks with its fangs, front claws, and dual tails (a total of five attacks per round). Each tail ends in a swollen, scorpion-like poison stinger. Whenever one of these stingers deals wound damage, the victim must make a successful Fortitude saving throw (DC 25) or suffer 1d6 points of temporary Constitution damage. One minute later, the victim must succeed at a second save (same DC) or suffer 2d6 points of temporary Constitution damage.

GHARZR (DXUNIAN STALKER): Forest Predator 8; Init +8 (+4 Dex, +4 Improved Initiative); Defense 19 (–1 size, +4 Dex, +6 natural); Spd 20 m, 16 m climb; VP/WP 56/16; Atk +10 melee (1d8+3, bite), +5 melee (1d6+3, 2 claws), +1 melee (1d4+3 plus poison/crit 19-20, 2 stingers); or +11 melee (1d4+3 plus poison/crit 19-20, 2 stingers) or +11 ranged; SQ +2 species bonus to Survival in Forest environment, improved grab, lowlight vision, poison; SV Fort +9, Ref +10, Will +2; SZ L; Rep 1; Str 15, Dex 19, Con 16, Int 4, Wis 11, Cha 10. Challenge Code: E. Skills: Climb +15, Hide +15, Jump +5, Listen +10, Move Silently +15, Spot +14.

Feats: Improved Initiative, Track, Weapon Finesse (stinger).

Pushing aside his doubts, Darth Bane entered the chamber, knocking aside the gossamer webs. He stood looking down at the vital holocron, awed.

Above him, he heard a wet movement, a slurping sound, and looked up to see the rounded encrustations shifting about as if awakened by his presence. Gelid strands drooled down like thin droplets of saliva. He ducked as one of the barnacle-things released its grip on the ceiling and dropped onto him.

He knocked the hard shell aside, then slapped at another falling barnacle with his lightsaber. Amazingly, though it ricocheted away, the encrustation was not destroyed by the energy blade.

The barnacle-things began to rain down from the ceiling in greater numbers. One struck him on the left shoulder blade, and instantly the shell fastened itself to his flesh, as if it were a gigantic sucker. It acid-burned through the fabric of Bane's thick garment and sealed itself to the meat of his back.

The agony was indescribable.

He screamed and thrashed, trying to claw the encrustation from his shoulder. He arched his back and looked up just in time to see a larger object fall to the center of his chest, instantly fastening there with an unbelievable grip.

Bane shouted with the pain and wrenched at it, but the barnacle-creature had already eaten through his chestplate and seared into his pectorals, welding itself to his breastbone. He pulled and tugged, but the parasite stuck tight.

The remaining creatures burbled and moved about on the ceiling, anticipating. Still holding his lightsaber in one hand, Bane yanked out the black-bladed dagger from his waist. The razor-sharp knife glinted in the sickly light of the tomb chamber. He stabbed at the barnacle-creature, but the blade bounced off the parasite's shell, making no mark.

Gritting his teeth, Bane slashed at his own skin to peel away his flesh from the edges of the thick, living encrustation. Dark blood welled up, and he cut deeper, digging with the knife's black tip to pry the creature off.

To his astonishment, though, as he made the incision, Bane watched the wound seal itself together, healing within moments. The pain remained, a stinging, throbbing sensation through his nerves.

"You led me here!" he shouted, looking for the avatar of Lord Kaan. "You lured me into this chamber." He used his fist and the blunt hilt of his dagger to pound the armored creature, but he felt somewhat stronger now, rejuvenated—and betrayed. "What are these things?"

Now Lord Qordis appeared within the tomb, his black avatar rippling beside the shadow of Kaan. "They are called *orbalisks*," Qordis said, his face twisting into a smirk. "In time, you will come to realize the advantages of such symbiotes."

Lord Kaan spoke, his voice like iron, unsympathetic. "They are a small price, Bane—are you willing to pay nothing to achieve your destiny?"

On the ceiling of the alcove, the orbalisks continued to simmer and move, but they left him alone now that he was infested. Fire burned through his skin from his chest and his shoulder where the parasitic barnacles increased their hold on his body, digging deeper, securing themselves.

Darth Bane clenched his teeth and sneered at the specters of Kaan and Qordis. In their dark eyes he found the strength to suppress the pain. He picked up the Sith holocron. The ancient relic waited for him, calling out evil promises. There were no longer any obstacles in his way.

He switched off his lightsaber blade, realizing that he could see and sense everything in the chamber. He knelt on the cold, slimy floor, ignoring the orbalisks above and everything else on Dxun. He hunched over the holocron and held it in his hands amid the dripping opalescent webs.

He activated the holocron and felt as if he were falling into an unending pit of wonders, information . . . and opportunities.

He sat all alone, lost in the amazing library of darkness . . .

●　●　●

Entranced and inspired by the knowledge he drank from the Sith holocron, Darth Bane paid no heed to the time that passed while he huddled in the dank chamber of Freedon Nadd's tomb.

Later, much later, he emerged, his body stiff and sore, his mind aching and overfilled with secrets. He made his way back through the narrow, claustrophobic passages of the crypt and stepped out into the rank air of the beast moon.

The storm had passed, and the ground had dried. Many days must have gone by, but Bane felt neither weak nor hungry. He blinked. Even in the smoky, hazy light of Dxun, he had to hood his vision. He grasped the cold iron wall of the tomb to steady himself.

Looking down at his chest, he saw that the puckered, scaly orbalisk had begun to bud, spreading out around the fringes in a larger area across his chest. No doubt the other one was also spreading on his back. Eventually, they would probably cover his body.

Though the barnacle-like creatures were feeding on him, growing to cover more of his skin surface, the parasites were also pumping him with adrenaline and strength. This was a symbiotic relationship based on dark side energies, and now—after he had absorbed the knowledge within the Sith holocron—Darth Bane knew there would be enough dark side power for them all.

He stepped into the jungle clearing, away from the shadow of the ancient crypt. Bane thought of all he had learned and recalled the epic defeat of the Sith Lords at the Battle of Ruusan. No one had listened to him. The other Sith Brothers had fought among themselves rather than planning a strategic victory over their true foes. Bane realized the fundamental flaw in the old Brotherhood of Darkness. Now that he alone remained, now that he was the seed that would cause the new tree of evil to flourish, he decided that no longer would the Sith be composed of great armies attempting to overwhelm civilization through brute force. He had had enough of Lord Qordis's chest-pounding bravado or Lord Kaan's "rule by the strong." Such overt militarism against the Jedi Knights had failed miserably at Ruusan.

BANE OF THE SITH

From now on, the Sith would depend on secrecy, working behind the scenes to eat away at the foundation of the Republic's government. With the Sith nearly extinct, weakened to the point of ineffectuality, Bane decided that the study of dark lore must go underground. He would hide and work in the shadows of society, using all he had learned from the holocron.

For now, he would also establish an unbreakable new rule to prevent the internecine feuds and civil wars that had stolen victory from the Sith grasp. There must be only two Sith at any one time: a master and apprentice. The two of them would learn the dark side intimately, and they would become brilliant puppeteers to manipulate the fools in the Republic.

But he was stranded here on Dxun. The giant planet Onderon rode high in the sky across the gulf of space, close yet impossibly far. The avatar of Lord Qordis had destroyed his ship, and now Bane was all alone, probably the only living human on the beast moon.

Standing in the clearing, collecting his thoughts, Bane heard a shriek in the sky. A gigantic winged form swooped down from the smear of dark clouds, spotting him with the razor eye of a raptor sighting in on fresh prey.

Bane instinctively grabbed his lightsaber, snugged the hooked handle against his wrist, and powered on the blade. The pterodactyl-like creature dove, its thin olive skin stretched taut along a bony framework, making its wings like jagged kites. The beast had a smashed-in face and a mouth full of protruding fangs. The black eyes were tiny and close-set, and the maw opened wide as its long, triangular wings flapped and maneuvered.

Bane slashed with his lightsaber, but the flying creature raked sideways with its dangling talons, huge arced scythes at the ends of its feet. The claws scored across Darth Bane's chest, a move that would have torn any other victim to shreds. Though Bane was sent sprawling to the ground, the clustered orbalisks gave him enough strength and armor so that the flying monster caused him no harm.

Feeling invincible, Bane stood, brushing the shreds of his uniform away, feeling the hard plate of the orbalisks. He squared his shoulders and held his lightsaber as the beast circled in for the kill. At first, Bane considered slaying the monster, smashing it to a pulp with his newfound Sith powers—but instead, he summoned his skills and stopped the beast in the air, driving it to the ground.

It flapped its wings, extending hooked claws, grasping and thrashing with its taloned feet. But Bane dominated the monster, forcing it to the still-damp ground. He continued to exert dark side pressure, and finally, with a grunt and an explosion of foul-smelling breath, the flying beast submitted. It bent its knobby knees and bowed its long neck down in front of Freedon Nadd's tomb.

Bane studied the creature for a moment. Then, like the fabled ancient beast-riders of Onderon, he climbed onto the flying monster's back, ready to ride off. This was a good omen, a sign for his future, and Darth Bane smiled.

He yanked at the flying beast's neck, and it flapped its leathery wings, raising him into the heavy air. It spat and thrashed, but finally relented to the presence of the Sith Lord on its back. Bane rode his new mount.

Now that he understood the depths of Sith powers, he thought he might even have control over worlds and moons, able to play with orbits and gravity like a child might play with colored balls.

Long ago, Dxun had grazed the planet Onderon, close enough that it was possible for creatures to pass across the conjoined atmosphere. Perhaps Bane could nudge the beast moon close enough so that he could travel to the nearby planet that filled the sky.

In bloodshed and chaos, Darth Bane would go to Onderon . . . and there he would find his apprentice. ∃

For more on Darth Bane's story, also read the upcoming "Jedi vs. Sith" series from Dark Horse Comics.

Skreev (Dxunian Raptor)

The skreev builds its crude nest among the low, craggy mountains of the beast moon. It often flies over the dense rainforests in search of food.

With a wingspan of almost 20 meters, the skreev is one of the largest predators of Dxun. When diving in for the kill, this beast is nearly silent; it receives a +8 species bonus to Move Silently skill checks and suffers no movement penalties when flying. When not in flight, the skreev cannot move silently. Though it could easily carry away Medium-sized prey, it typically hunts Small and Tiny creatures. The skreev 's keen vision gives it a +12 species bonus to Search and Spot skill checks.

The skreev is a descendant of a creature used as a riding mount in Onderon's distant past. Though ferocious, it is possible to train a skreev if raised from a hatchling. The difficult part would be getting past a mother skreev to steal an unhatched egg. When defending her nest, a mother skreev receives a +4 morale bonus to attack rolls, saving throws, and Defense.

SKREEV (DXUNIAN RAPTOR): Airborne Predator 6; Init +3 (+1 Dex, +2 species bonus); Defense 18 (−1 size, +1 Dex, +8 natural); Spd 4 m, 10 m fly (Good); VP/WP 61/20; Atk +9 melee (1d8+4, bite), +4 melee (1d6+4, 2 claws); or +6 ranged; SQ +2 species bonus to initiative modifier, lowlight vision; SV Fort +10, Ref +6, Will +2; SZ L; Rep 2; Str 18, Dex 13, Con 20, Int 2, Wis 10, Cha 6. Challenge Code: D.
Skills: Listen +5, Move Silently +14, Search +14, Spot +18.
Feats: Flyby Attack, Track.

CONQUEST

A NEW JEDI ORDER NOVEL
BY GREG KEYES

ILLUSTRATION BY THERESE NIELSEN

Talon Karrde clasped his hands beneath his goatee and studied the scene on the *Wild Karrde*'s command deck viewscreen through pale blue eyes.

"Well, Shada," he told the striking woman at his right hand, "it appears that our baby-sitting chore has become somewhat more . . . interesting than anticipated."

"I would say so," Shada D'ukal replied. "The sensor shroud shows at least seven ships in orbit around Yavin 4 and another six on the surface."

"None of them are Yuuzhan Vong, I take it."

"No. A mixed bag, but I'd lay odds that they are Peace Brigade."

"Gambling is a foolish occupation," Karrde said. "I want to know. And I want to know what they're doing." He ticked his finger against the armrest. "I knew we should have found some way to leave sooner. Skywalker was right." He sighed and leaned forward, studying the long-range sensors.

"There's some sort of firefight on the surface, yes, H'sishi?"

"Looks like it," the Togorian mewled.

"Solusar?" Karrde wondered. "Maybe.

On Sale April 2001

ENCOUNTER AT YAVIN 4

How long before we can be there?"

"They outnumber us badly," Shada pointed out. "We should call the rest of our ships before we do anything."

"We should certainly call them, but we can't wait for them. Someone down there is fighting for his life, most likely one of the people I told Skywalker I would protect. What's more, the fact that there are still ships on the surface suggests they haven't finished what they came here to do. That is, they don't have the Jedi children yet. If we wait until they have them aboard, in space, the job of rescuing them will become much more complicated."

"I see that," Shada said. "But it will be more complicated yet if they blow us out of the sky."

Karrde laughed. "Shada, when will you learn to trust my instincts? When have I ever gotten you killed?"

"You have a point there, I suppose."

Karrde pointed at Yavin 4, at the moment a dark disk silhouetted against the larger orange profile of its primary. "So I want to be there, now. Dankin, keep full cloak, but let me know when they notice us."

"Of course, sir."

That point came an hour later, when they were almost sitting on the nearest of the orbiting ships.

"They're hailing us, sir," Dankin told him. "And powering up weapons."

"Put them on."

A moment later, a thick-featured human male with thin, graying hair appeared on the communication holoscreen.

"Freighter, identify yourself." He chopped the words out in even syllables.

"My name, sir, is Talon Karrde. Perhaps you've heard of me."

The man's eyes pinched warily. "Yes, I've heard of you, Captain Karrde. It's rude to sneak up on someone like that. And dangerous."

"And it's rude to be given a name and not offer one," Karrde returned.

A look of annoyance crossed the fellow's face. "Don't try me, Captain Karrde. You may call me Captain Imsatad. What do you want?"

Karrde favored the man with a wan smile. "I was going to ask you the same question."

"I don't follow you," Imsatad said.

"You seem to be having some sort of trouble. I'm offering my assistance."

"We need no assistance, I assure you. And to be blunt, Captain Karrde, I don't believe you. I remember you as a smuggler, a pirate, and a traitor to the Empire."

"Then perhaps you remember, as well, what became of those who treated me with disrespect," Karrde said icily. "But if we are being blunt—and perhaps that is best here, since you seem to lack the education for more civilized discourse—I am undoubtedly here for the same reason you are—to collect the bounty on the young Jedi below."

"I don't know what you're talking about."

Karrde leaned toward the screen, eyes glittering dangerously. "You are a liar, Captain, and a poor one. I see no reason for us to play games."

"I trust you've noticed you're outnumbered."

> # Karrde laughed. "Shada, when will you learn to trust my instincts? When have I ever gotten you killed?"

"Consider my offer of help. I ask little in return, and I could be a nuisance if you spurn my kindness."

"I trust you noted I was able to drop in on you in, shall we say, an unannounced fashion. Do you really think I brought only one ship?"

Imsatad glared at him, then cut his visual. Karrde waited patiently until, a few moments later, the image returned.

"This is none of your business," the man said.

"Profit is always my business."

"There is no profit here, and if there were, you would already be too late."

"Oh, I don't think so. Why are your ships still on the surface? Why do my sensors show what seems to be protracted search activity? You've let your quarry slip through your fingers, Captain." Karrde smiled and leaned back in his chair. "Consider my offer of help. I ask little in return, and I could be a nuisance if you spurn my kindness."

"That sounds like a threat."

Karrde spread his hands. "Take it however you please. Shall we discuss this further or not?"

"You say you ask for little. What, exactly, would that be?"

"A few kind words in the ears of the Yuuzhan Vong. An introduction. You see, Captain, for some years now I've been retired from my chosen profession. But these are very interesting times, exactly the sort of times my kind thrives on, if you know what I mean. I'd like to come out of retirement."

"Go on."

Karrde stroked his mustache thoughtfully. "The Yuuzhan Vong have promised a truce if the Jedi are delivered to them. I would like to bargain for passage through Yuuzhan Vong space, once the borders are established."

"Why should they allow a smuggler to use their space?"

"There may be things they need. I can get them. If not, I would be doing them no harm; all of my activities would be aimed at the scattered remnants of the New Republic. But those remnants are separated, at times, by Yuuzhan Vong–occupied systems. The cost of circumventing them, frankly, would be prohibitive."

Imsatad nodded, and a brief look of disgust wrinkled his features. "I see. You realize I can promise none of that."

"I only asked for a mention of my help in this affair. You can promise that."

"I could," Imsatad acknowledged. "What exactly can you offer me?"

"Better sensors than you have, for one thing. Detailed knowledge of Yavin 4 that I believe you lack. A crew that is very, very good at finding things. Certain special defenses against Jedi—and the means of finding them."

Imsatad stiffened, and his voice dropped low. "I was with Thrawn at Wayland. You still? . . ."

"Ah. You know what I mean, then."

"I know you betrayed him."

Karrde rolled his eyes. "How tiresome. Very well, Captain, if you don't wish my services, there are others who will."

"Wait!" Imsatad chewed his lip for a moment. "I need to consult with my officers on this."

"Take a few moments," Karrde said, lifting a finger. "But do not bore me." He cut the transmission.

The Jawas

BY PABLO HIDALGO

The noted lyra scholar Tem Eliss shocked the academic community when he published the first draft of *The University of Sanbra Guide to Intelligent Life*. While hardly explosive, the document deviated significantly from Imperial doctrine, with its inclusion of findings that criticized Imperial sentient rights policies.

The Emperor's loyal police and agents of COMPNOR tried to capture Eliss, but he has since escaped. Now, scholars and proponents of free speech watch anxiously as Eliss, from hiding, slowly disseminates his Guide through the HoloNet. This is a recent update found at a HoloNet node based in the Arkanis sector.

Appearance and Biology

Jawas are small rodent-like humanoids native to the deserts of Tatooine. They stand about a meter tall and are covered from head to foot in dusty, rough-woven homespun cloaks. From within the shadowy opening of their hoods only their sickly glowing yellow-orange eyes are visible. Few have ever seen what an unmasked Jawa looks like, and fewer still would care to.

Jawas emit a powerful odor, the combination of poor hygiene on a parched world and a mysterious solution into which they dip their clothes to retain moisture. Most non-Jawas define the stench as stomach turning, but to the Jawas, the odor is packed with information about each other. From this scent, a Jawa can tell another's clan lineage, health, emotional state, and even the last meal eaten. Particularly perceptive Jawas can even glean information regarding another's intent and hostility.

Though physically small, Jawas have evolved several important survival traits. Their reflective retinas provide the scavenger species with exceptional night vision. The Jawa immune system is particularly hardy and resistant to disease. The Jawa digestive system is also very efficient, being able to derive all the necessary nutrients from a diet that consists mainly of hubba gourd and water from funnel flowers. Jawas do, on occasion, eat meat—such as the flesh of small animals called squills—but the hubba gourd, which they refer to as "the staff of life," meets all their dietary needs.

Temperament

Jawas are a skittish lot. The diminutive beings are comparatively weak next to their larger Sand People cousins and the various predators that roam the Tatooine deserts. As a defense, evolution has provided the Jawa with a quick and observant mind.

In interaction with outlanders, this quick-mindedness has translated into shrewdness and cunning. Jawas are not above swindling, provided they are confident they can get away with it.

While Jawas have a strong understanding of property in their own circles, such respect does not extend to non-Jawas. They will gleefully steal any bit of technology that is not sufficiently guarded. As testament to their alien scruples, they will sell such stolen

goods—usually cosmetically modified—back to the original owner with no reservation.

A Jawa's cowardice can be overpowered by his avarice. In the face of gleaming technology, a Jawa's obsessive tendencies get the better of him, and he will run to it with little regard to personal safety. As such, Jawas in cities tend to be annoying pests, fawning over landspeeders, droids, blasters and anything else that catches their glowing eyes, with no respect shown to the owner's personal space. A stern shout or display of strength will usually get the Jawa on his way.

Not all Jawas are passive cowards, however. There have been accounts of moisture farms being flattened by sandcrawlers operated by Jawas pushed too far. One Jawa clan, headed by the barbaric chief Wittin, is the most feared on Tatooine. It was not until stormtroopers disabled his sandcrawler that his reign of terror ended. Wittin then allied himself to Jabba the Hutt, and following the Hutt's death by Leia Organa's hand, Wittin's terrorizing ways continued unabated.

Of prime importance to a Jawa is family. A Jawa's loyalty is ultimately to his clan and the hard work and scavenging that he does is for the clan's betterment. That said, though, greed is common among the younger Jawas, and it is up to a forceful chiefs to ensure that hoarding of salvage is not done at the expense of clan needs.

History and Culture

Scientific interest in Tatooine is minimal; as such there has not been a concerted effort to learn of its indigenous species' origins. Current speculation is that Jawas evolved from rodents that learned to stand upright by reaching for lichens and fungi that grew inside caves that housed rare natural springs. When the springs dried up, the Jawas adapted to living outside.

First contact with the Jawa culture occurred centuries ago, when colonist Melnea Arnthout stumbled across a pair of Jawas cornered by an agitated dewback. These Jawas had previously stolen Arnthout's protocol droid, 2PO. Arnthout was able to assist the Jawas, for which they were quite grateful. From his short time with the scavengers, 2PO was able to introduce Arnthout to the Jawas and their ways. It should be noted that Tatooine's name came from these Jawas, who referred to their home as "Tah-doo-Een-e."

The act of scavenging has long been part of Jawa tradition. The Dune Sea is littered with derelict spacecraft wreckage from millennia of star travel. The Jawas took to using the weathered hulks to build their homes and to construct tools to aid them in their fight for survival.

Jawas scour the deserts of Tatooine in immense treaded craft known colloquially as sandcrawlers. Relics from a failed attempt to turn Tatooine into a prosperous mining planet, the sandcrawlers started as ore haulers cast aside by frustrated entrepreneurs. The Jawas claimed the sandcrawlers for themselves, and much to the colonists' surprise, managed to get the nuclear-powered steam-driven vehicles running again.

The Jawas have completely gutted the interior space of the sandcrawler and transformed it into a dense, convoluted warren that befits their rodent-like nature. Jawas crowd six to a sleeping cabin, and when not working often relax in upright coffin-like cubicles.

Once a year, the scattered Jawa clans gather for the great swap meet. Here, numerous sandcrawlers from the various corners of Tatooine converge and the Jawas meet to exchange salvage. Here, too, marriages are arranged. Jawa bloodlines are carefully recorded to avoid inbreeding, and Jawa children and females are exchanged among clans.

At any given time, half a Jawa clan is patrolling the desert for salvageable machinery. The other half stays in thick-walled fortresses built to protect the Jawas from Sand People or roaming krayt dragons. Fortresses are typically built around a cistern and a means of preserving the water within. Most Jawas have adapted the moisture vaporator technology brought to Tatooine by outlanders. Much of the technology that the Jawas trade and adapt goes to keeping these vaporators in working order.

Jawas constantly jabber in their speedy native language that is so dense and archaic that it befuddles most protocol droids. There are as many dialects of the Jawa tongue as there are clans. As such, there is a standard interclan dialect that they adopt when the need arises. When dealing with outlanders, Jawas adopt to an even more simplified "business dialect." Should Jawas wish to exchange information that they want to keep secret from a moisture farmer, for instance, they'll switch over to a native clan language. Such acts have given Jawas a well-earned reputation as hucksters.

Jawas can learn to understand Basic, but few bother to speak it. Speaking Basic requires a great deal of effort and concentration, and culturally, indicates a will retrograde to clan desires. A Jawa who speaks Basic is, in effect, abandoning his clan tongue and instead calling himself a member of the outlanders' collective clan.

Politics

Jawa society is clan-based, with extended family groups having distinct territories for living and scavenging. Though clan-strife has occurred in the past, Jawas are non-confrontational and violence between clans is very uncommon. Given the hardships inherent in living on a world like Tatooine, Jawas instead view the elements and the wildlife as their enemies, not each other.

Jawa Commoner: Init +1; Defense 12; Spd 8m; VP/WP –/10; Atk +1 melee (1d3–2, punch), +2 ranged; SQ +2 species bonus on Survival checks in hot and dry conditions; darkvision (20 m); Fort +0, Ref +1, Will +0; SZ S (0.8 m to 1.4 m); FP 0; Rep 0; Str 6, Dex 12, Con 10, Int 10, Wis 10, Cha 8.
Equipment: Odd-smelling robes.
Skills: Hide +5, Profession (scavenger) +2, Read/Write Jawa, Repair +1, Speak Jawa, Speak Jawa Trade Language.
Species Features: –4 Str, +2 Dex, –2 Cha, darkvision (20 m).

The Jawas

A chief leads each clan, who makes decisions according to the best survival interests of the clan. Jawa leadership is usually conferred upon males—females are viewed upon as second-class citizens at best, property at worst. The few females afforded respect in Jawa culture are the shamans.

Since the chief is usually aboard the sandcrawler searching for salvage, it is the female shaman who is the Jawa of highest rank back home in the fortress. A Jawa becomes a shaman when she is overcome by an illness accompanied by a hallucinatory vision. Depending on the outcome of the vision, and indeed if the Jawa survives the illness, she is usually decreed a shaman, and her words are given the respect that such wisdom dictates.

The few xenosociologists who have studied the Jawas believe that charlatanism is common among the female shaman ranks. Many females have had spontaneous visions in order to avoid drudgery or worse, or to wield power over the males of the clan. It is a mark of true cunning to pull such a stunt—the Jawa pheromonic signature usually prevents extended deception of that kind.

Jawas are begrudgingly accepting of outlanders on their home planet. After all, they do provide an influx of new material and technology. However, clan policy is to stay away from their affairs. Jawas who forsake the fortress or the sandcrawler to live in the port cities are looked down upon and ostracized. Such dejection often leads to city dwelling Jawas being little more than homeless beggars.

A few Jawas, though, have adapted well to the outlander ways and have entered into business for themselves. One notable example, the female Jawa nicknamed Aguilae, runs a shop called Jawa Traders near the old center of Mos Eisley. Though the spacer population values her for the wares she sells, the other more traditionally minded Jawas think of her activities as shameful.

Technology Level

On their own Jawas had developed an industrial-level technology, which has now been supplemented with modern technological discards. Though the Jawas don't produce their own technology, they are very skilled in maintaining advanced machinery and droids.

Trade and Technology

For the most part, Jawas have not developed any worthwhile technology of their own. Instead, they adapt, improve and otherwise scavenge the technology of outlanders to fit their needs. Nonetheless, Jawas are an important link in the chain of trade that connects the scattered settlements on Tatooine.

Where it not for Jawa sandcrawlers, many outlying moisture farms would not own what beat up equipment they do have. Word of a nearby 'crawler sparks excitement in poor farming communities that cannot afford the pricey imports available in the port cities. A signal flare is usually all that's needed to get a sandcrawler to make a stop at a homestead.

The only noteworthy piece of Jawa technology is their ionization blasters. Cobbled together from spare parts—which include a droid restraining bolt wired into a starship-grade accu-accelerator—the scavengers have fashioned an effective weapon that immobilizes

Species Charactistics

Jawas are a skittish species of small scavengers native to Tatooine. They dress in dusty, homespun cloaks and have glowing yellow eyes. Jawas live in family-based clans, and spend their time either in desert fortress homes or patrolling the sands in immense treaded vehicles called sandcrawlers. Jawas have a strong, pungent odor that most non-Jawas find unpleasant, but which they use to discern information about one another.

Personality: While Jawas tend to be cowardly, the allure of new technology and new acquisitions can be very powerful. They are greedy, shrewd, and inquisitive. They also take great pride in their families and customs.

Physical Description: Jawas stand about a meter tall. They have ugly shrunken faces hidden within their ever-present cowls. The most readily apparent characteristic of a Jawa is the stench.

Jawa Homeworld: Tatooine.

Language: Jawa speak an individual clan dialect. There is also an interclan dialect (known commonly as "Jawa") and a business dialect for dealing with outlanders.

Example Names: Het Nkik, Jek Nkik, Gatticha, Wittin, Thedit, Herat, Uutkik, Aved Luun, Aguilae, Akkik, R'kik D'nec, Nebit, Iasa.

Adventurers: Jawas who leave the clan risk perpetual disenfranchisement from their people in exchange for adventure. Nonetheless, for the young, the promise of newfound technologies and salvage among the stars far outweighs outdated concepts of familial commitment. Most off-world Jawas continue the tradition of scavenging and hoarding. A few even take to considering their fellow adventurers as a surrogate clan, often to the disgust of said adventurers.

Jawas are only common on Tatooine. If a player wishes to play a Jawa hero—and the Gamemaster allows it—the player should prepare an explanation for why the Jawa has left the comfort and safety of his clan to journey out among the stars in the company of giant aliens.

Jawa Species Traits

- +2 Dexterity, -4 Strength, -2 Charisma. Jawas are nimble yet small of stature, and are not raised to value cunning over diplomacy.
- Small. As Small creatures, Jawas gain a +1 size bonus to DC, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks. However, they must use smaller weapons than Medium-size species use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
- Jawa base speed is 8 meters.
- +2 species bonus on Survival checks in hot, dry conditions. Jawas are indigenous to a desert environment.
- Darkvision. Jawas can see in the dark up to 20 meters. Darkvision is black and white only, but it is otherwise like normal sight, and Jawas can function just fine with no light at all.
- Automatic Languages: Jawa and Jawa Trade Language.

droids. The Empire maintains similar weapons called DEMP guns, designed by some of the biggest corporations in the Core. The fact that shabby Outer Rim aliens with limited supplies could construct something comparable is remarkable.

Jawas in the Galaxy

Given the amount of interstellar trade that touches Tatooine, it was only a matter of time before a Jawa scavenger hitched a ride on an outgoing vessel. Clan devotion keeps most Jawas at home, but a few gregarious ones venture out into space. Spacers that can stomach the Jawa stench and abide their personalities attest that they are able mechanics and engineers aboard even the most advanced starships. A clan that has lost a Jawa to the stars often shuns their spacefaring kin, unless those Jawas return regularly with wares that benefit the community.

Buyer Beware!

Jawas are notorious for trying to pass off barely functioning droids and other mechanical devices as prime merchandise. If heroes are left with no other option than to buy something from Jawas, they might want to give it the once-over before activating it. To do so, the GM secretly makes a Repair or appropriate Knowledge skill check (DC 15) for the heroes. A successful check will make the hero aware of any defects in the item. Failure means the defect goes unnoticed.

Defective goods don't always act up. Sometimes it could take days or weeks for the defect to surface. Other times they are readily apparent upon first use. Some typical defects found in Jawa handiwork are listed below.

Table 1: Droids

d6	Defect
1	**Bad motivator:** When the droid moves, smoke begins to pour from its joints. Droid's base speed is reduced by 50%, and it loses its Dexterity bonus and any dodge bonuses to Defense.
2	**Broken actuator:** One or more of the droid's manipulators does not operate. The useless limb or limbs cannot be used for anything.
3	**Incomplete circuits:** One or more of the droid's skills suffer a –4 penalty
4	**Faulty vocabulator:** The droid doesn't always say what it means. Sometimes it stutters or substitutes one word or sound for another. Results are sometimes embarrassing.
5	**Damaged chassis:** Though the droid's plating seems perfectly intact, it actually hides a severely damaged chassis. The droid's Constitution suffers a –4 penalty, which is not readily apparent.
6	**Short circuits:** The droid operates just fine, that is, until it touches an uninsulated object. Delicate electronics are immediately destroyed. Characters, including the droid itself, suffer 3d6 electrical damage. A successful Reflex or Fortitude saving throw reduces the damage by one-half.

Table 2: Energy/Vibro Weapons

d6	Defect
1	**Damaged power converter:** The weapon consumes twice as much energy per use
2	**Faulty alignment:** The weapon's range increment is reduced by 20% and fails to operate effectively beyond five range increments.
3	**Fragile components:** The weapon's hardness, wound point total, and DC to break using Strength are reduced by 50%. The weapon also automatically fails any required saving throws. The weapon's fragile nature is usually not apparent until it's too late.
4	**Reduced effectiveness:** The weapon deals one less die of damage. If the GM doesn't want to tip the players off, reduce a 2d weapon's damage by one half, a 3d weapon's damage by one third, etc.
5	**Damaged cooling system:** The weapon heats up when used continuously. After five consecutive rounds of use, the weapon deals 1 point of damage to the user each round. Each additional round of continual use increases the damage by +1. As long as the character holds the weapon, they continue to take damage even as it cools off. Each round the character doesn't use the weapon damage is decreased by –1.
6	**Ruptured power exchange:** On a natural 1 on an attack roll (the d20 result is a 1) the power simply explodes. An exploding power pack deals 3d4 damage to the character holding the weapon and 2d4 damage to anyone within 1m. A successful Reflex save reduces this damage by one half. If the wielder succeeds the throw by 10 or more, the damage is let go of the weapon as it explodes, suffering one-quarter damage instead.

Jawa Hero Template
Jawa Mechanic

Level 1 Fringer
Vitality: 7
Skills

Ability Scores: Str 6, Dex 16, Con 12, Int 15, Wis 13, Cha 6
Wounds: 12
Defense: 17

Computer Use	+8	Hide	+11	Listen	+7
Pilot	+7	Repair	+6	Search	+6
Spot	+7	Survival	+5		

Feats: Alertness, Gearhead.
Equipment: Blaster pistol (damage 3d6), heavy spanner* (damage 1d6–2), tool kit.
Credits: 200

Heavy spanner is treated as a club.
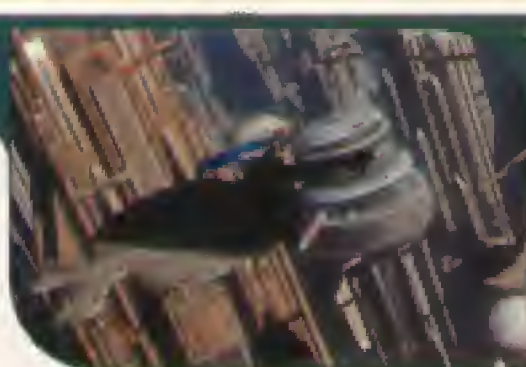
Spaceports and Landing Pads

DESIGNED BY KYLE HUNTER

TEXT BY MICHAEL MIKAELIAN

"This is your captain speaking. We're about to touch down on Tynna. We'll be laying over for standard day, so you'll have plenty of opportunities to see the sights."

How many times have your heroes wanted to explore a spaceport only to send your GM scrambling to describe anything beyond the landing platform? For your convenience, here are five generic locations where heroes to land their ships and explore. Each one has some character of its own, lending itself to different kinds of encounters. For instance, you're more likely to find an urban hi-tech commercial facility on Coruscant than on Ryloth. The spaceports presented here can be used during any *Star Wars* era.

Urban Commercial Facility

This type of spaceport is more commonly seen near the Core worlds. In all eras this facility is civilized and well guarded. Many ships land and take off each day, unloading cargo and passengers by the thousands. The areas surrounding this type of spaceport are heavily populated and patrolled by local police (or possibly the Empire during the Rebellion era).

The Sights

Urban hi-tech commercial facilities are usually found near the most densely populated regions. Most Core worlds have at least one near each major metropolitan area. It is not unusual for the adjoining city to have museums, parks, universities, grand government buildings, warehouses, and other attractions commonly found in large cities.

Information about the surrounding sights can easily be found at hotels, travel offices, and sometimes even interactive information kiosks (DC 5 Computer Use check to use). Kiosks are connected to the spaceport's central computer, though there are so many security features that slicing into the central computer from one is next to impossible. Most kiosks are in high traffic areas, making any attempts to slice into them a dangerous proposition.

The Law

If the heroes are hiding from the local law enforcers, it's easy for them to blend into the many crowds found everywhere. Any character blatantly carrying a weapon can expect to stick out like a sore thumb, making it harder to blend in. Other than blaster pistols, hold-out blasters, sporting blasters, and lightsabers, carrying a weapon is usually illegal. During the Rebellion era, openly carrying a lightsaber isn't as much an offense as it is signing your own death warrant in Imperial-occupied spaceports.

If the heroes get into trouble, the local law enforcement is quick to respond. Though a bar fight might not even be worth their trouble, altercations involving blaster fire will draw two or more pairs of officers.

Docking Tractor Beam

A docking tractor beam works just like the tractor beams mounted on large ships. Docking tractor beams are used to help a ship land in the often tight confines of small or overcrowded docking bays. They can also be used to force a starship to land against the pilot's will. Like its starship weapon counterpart, a docking tractor beam can have varying degrees of fire control and crew quality.

To use a docking tractor beam on an unwilling starship requires a ranged attack roll. If a character without the feat Starship Operation (capital ships) attempts to use a docking tractor beam, they suffer a –4 penalty. Being stationary gives the operator a +4 speed bonus when attempting to lock onto starships.

Light tractor beam generators are used to grab hold of small starships such as starfighters and shuttlecraft. Medium tractor beam generators are used on larger transports such as freighters. Large tractor beam generators are used on small capital ships. In addition to capturing starships, a tractor beam can also keep them from taking off. Tractor beams require a large power source to operate; if that power source is disabled, the tractor beam stops working immediately.

Craft: Light Tractor Beam Generator; **Class:** Capital; **Cost:** 6,000; **Size:** Diminutive; **Crew:** 1 (Normal +2); **Maximum Speed:** Stop; **Defense:** 14 (+4 size); **Shield Points:** None; **Hull Points:** 60; **DR:** 5. **Weapon:** Tractor Beam; **Fire Arc:** Turret; **Attack Bonus:** +10 (+4 size, +2 crew, +4 speed bonus); **Damage:** special (see Core Rulebook, page 182); **Range Modifiers:** PB –2; S +0; M/L n/a.

Craft: Medium Tractor Beam Generator; **Class:** Capital; **Cost:** 12,000; **Size:** Small; **Crew:** 1 (Normal +2); **Maximum Speed:** Stop; **Defense:** 15 (+1 size, +4 armor); **Shield Points:** None; **Hull Points:** 100; **DR:** 8. **Weapon:** Tractor Beam; **Fire Arc:** Turret; **Attack Bonus:** +7 (+1 size, +2 crew, +4 speed bonus); **Damage:** special (see *Core Rulebook* page 182); **Range Modifiers:** PB –4; S –2; M/L n/a.

Craft: Heavy Tractor Beam Generator; **Class:** Capital; **Cost:** 24,000; **Size:** Large; **Crew:** 1 (Skilled +4); **Maximum Speed:** Stop; **Defense:** 19 (–1 size, +10 armor); **Shield Points:** None; **Hull Points:** 200; **DR:** 12. **Weapon:** Tractor Beam; **Fire Arc:** Turret; **Attack Bonus:** +7 (–1 size, +4 crew, +4 speed bonus); **Damage:** special (see *Core Rulebook* page 182); **Range Modifiers:** PB –6; S –4; M/L n/a.

Urban Commercial Facility
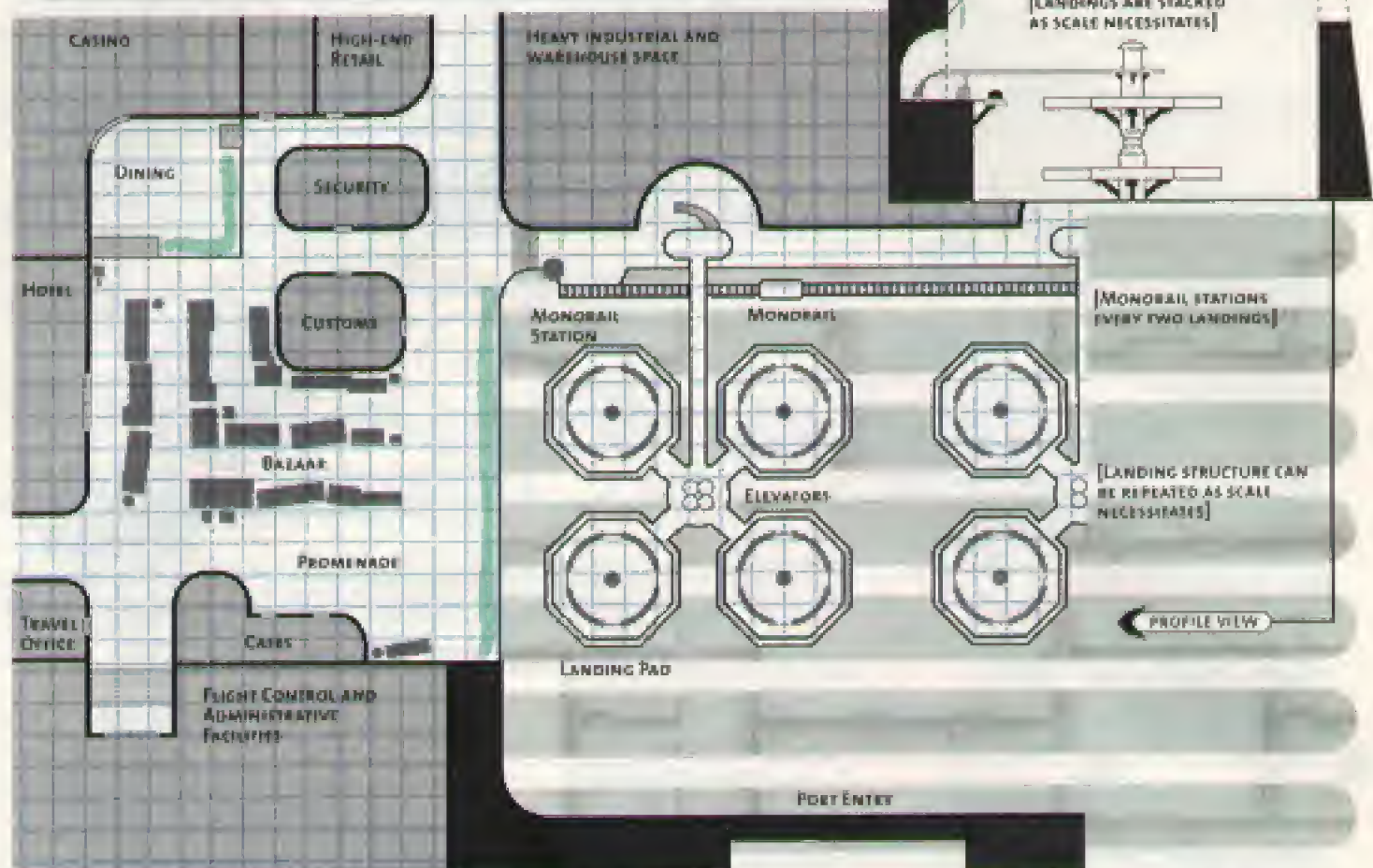
TRANSPARASTEEL CANOPY

[LANDINGS ARE STACKED AS SCALE NECESSITATES]

[MONORAIL STATIONS EVERY TWO LANDINGS]

[LANDING STRUCTURE CAN BE REPEATED AS SCALE NECESSITATES]

PROFILE VIEW

CASINO · HIGH-END RETAIL · HEAVY INDUSTRIAL AND WAREHOUSE SPACE · DINING · SECURITY · HOTEL · CUSTOMS · BAZAAR · PROMENADE · TRAVEL OFFICE · CAFES · FLIGHT CONTROL AND ADMINISTRATIVE FACILITIES · MONORAIL STATION · MONORAIL · ELEVATORS · LANDING PAD · PORT ENTRY

(Thug 2) within 1d10 minutes. If the altercation is outdoors, each pair of officers travels in the equivalent of a flash speeder or Coruscant air taxi.

Aquatic Launch Platform

This type of spaceport is popular on worlds with a high percentage of water covering their surface. Aquatic launch platforms are mostly industrial. Civilian centers, such as markets and hotels, are often found on adjoining platforms, on shore, or beneath the surface. Worlds that are mostly or totally covered with water have a tendency to develop entire cities underwater. In those cases the surface can look desolate, showing only a fraction of the world's civilization.

THE SIGHTS

Areas surrounding an aquatic launch platform vary from world to world. Near the Core and on major space routes, the surrounding areas are similar to the urban hi-tech commercial facility. The only difference is these attractions are always either below or a monorail ride away from the landing pads. On more desolate worlds, an aquatic landing platform can be isolated, with just a few sublevels of living quarters and warehouses.

Aquatic landing platforms are often used for warehousing, though they are not uncommon as the top level of an otherwise underwater resort. When this is the case, the wharf and cargo holding areas are usually reserved for outdoor markets, dining, and sunbathing. Lodging at resorts of this kind typically costs 500 credits a day or more and is well worth the expense.

THE LAW

A remote aquatic landing platform used for refueling and warehousing tends to have a small security force. This force is often quick to respond, since there is usually little or nothing else for them to do. A small platform typically has one constable (a 4th-level generic military officer from page 271 of the Core Rulebook, armed with a blaster pistol and stun baton) and at least six security guards (Thug 2).

Larger aquatic landing platforms teeming with tourists and travelers generally have a larger security force, perhaps even a precinct of the local police. Trouble is swiftly stifled, especially at resorts. Heroes can expect blaster fire to draw four or more police or security guards (Thug 2) in 1d4 minutes. Luxury resorts also retain more experienced security forces that are deployed in case of a real emergency (Thug 6 or Soldier 4).

Key
- ⚲ Bonfire
- O Artificial Light
- ▤ Power Relay
- ⬗ Heavy Blaster
- ▱ Fuel Hub
- — Door
- ▢ Airlock
- ▬ Locked Hatch
- ▬ Gate
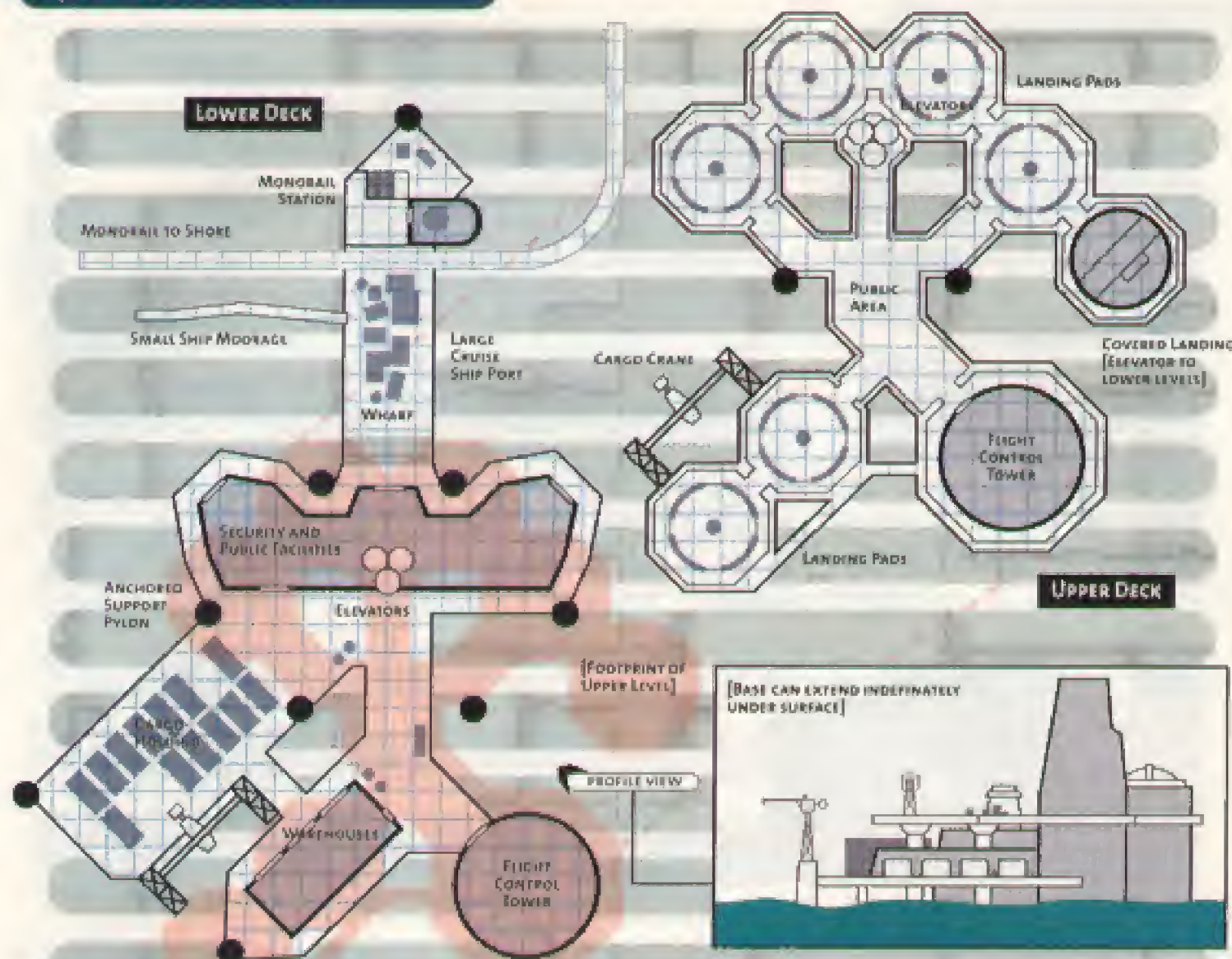
Typical Fringe Spaceport

This type of spaceport can be found on just about every backwater planet near an outlying trade route. Spaceports in Outer Rim territories are little more than refueling stations on otherwise sparsely inhabited worlds. Traffic is light, and there's almost always an open landing pad. Surrounding a typical fringe spaceport is little more than a village or town, which is in turn often surrounded by large expanses of rural or undeveloped land.

The Sights

There is really nothing to see outside a typical fringe spaceport. There are usually a few dozen small homes inhabited by spaceport workers, their families, and other locals. Beyond that lie undeveloped lands serving a boundary between the spaceport town and any ranches or farms nearby. On true backwater planets, spaceports are built in a specific place for a specific reason. There are exceptions to this sleepy settlement stereotype. Mos Eisley, for instance, is a fairly large city with a spaceport many times the size of the average fringe spaceport.

Most fringe spaceports are so isolated that anything other than basic necessities can be impossible to find. At the GM's discretion, certain items are "difficult" to purchase in this spaceport. Players must make a Gather Information check (DC 15 for simple items such as light armor or small weapons, DC 20 or more for more exotic items) to find someone who might have the item they're looking for. Once the heroes find a vendor, the GM determines whether that vendor currently has the item. If the vendor does, the price is an additional 10-100% (roll a d10 and multiply the result by 10%). The heroes are free to haggle with the vendor, and any Scoundrel with the Illicit Barter ability gets his or her chance to use it.

The Law

Smaller spaceports in the Outer Rim territories sometimes have no organized government, though residents have been known to pay taxes to regional governors. In the most desolate areas, sometimes even the regional government doesn't know or care about a spaceport. Occasionally, the presence of a criminal organization is enough to keep things quiet. Typical fringe spaceports might have a sheriff (Thug 4) and deputies (Thug 2).
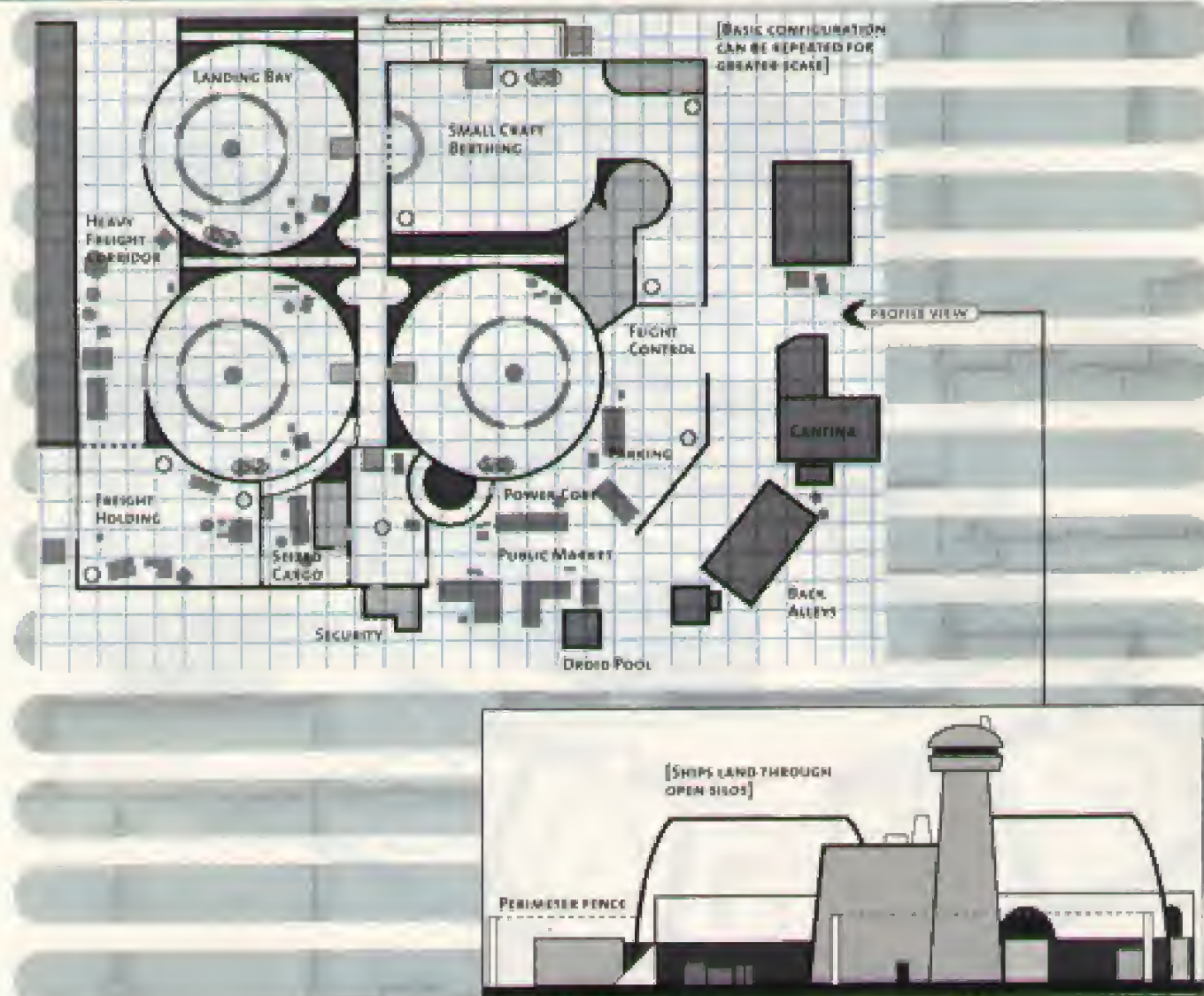
[BASIC CONFIGURATION CAN BE REPEATED FOR GREATER SCALE]

LANDING BAY

SMALL CRAFT BERTHING

HEAVY FREIGHT CORRIDOR

PROFILE VIEW

FLIGHT CONTROL

CANTINA

PARKING

FREIGHT HOLDING

POWER CORE

SEALED CARGO

PUBLIC MARKET

BACK ALLEYS

SECURITY

DROID POOL

[SHIPS LAND THROUGH OPEN SILOS]

PERIMETER FENCE

Unlike more civilized regions of the galaxy, there is little or no law in the Outer Rim. If the heroes get involved in a light-fight, the sheriff will probably not get involved. When the dust settles, the sheriff might deliver a thinly veiled threat about not liking trouble in his town. If anyone persistently causes real trouble, the regional governor might eventually send in military forces to clear out whatever pirates, mercenaries, or looters are terrorizing the locals.

Tethered Orbital Shipyard

Tethered orbital shipyards are most often found in low orbit around uninhabitable planets such as gas giants or other extreme environments. The cost of maintaining a low orbit is more economical than the atmospheric controls that would be required to operate the same facility on the planet's surface. Most orbital shipyards are actually collecting facilities for some natural resource culled from the planet they orbit.

THE SIGHTS

Outside an orbital shipyard is often a beautiful sight to behold, though deadly to experience first-hand. Most of these facilities are isolated, though some larger versions can house a small city. Anything that can be found on a typical planet's surface can be found on larger orbital facilities. The smallest of orbital shipyards are little more than docking bays, warehouses, processing plants, lodging, and the most minimal entertainment (usually the liquid kind). Larger orbital facilities run the gamut from small self-sufficient communities to sprawling city-like complexes.

The tether at the center of this type of complex serves many purposes. All tethers have some sort of access way, even if it's merely a ladder with occasional platforms. In most cases, they are used to transport people, materials, or data from the station to ground facility or remote node much closer to the planet's surface. These facilities or nodes are strictly business. Most are used for collecting natural resources or monitoring weather conditions on the planet's surface. Special gear is often required to exit a ground facility. In the most extreme cases, heroes might need to wear flight suits or armored spacesuits to venture onto the planet's surface.
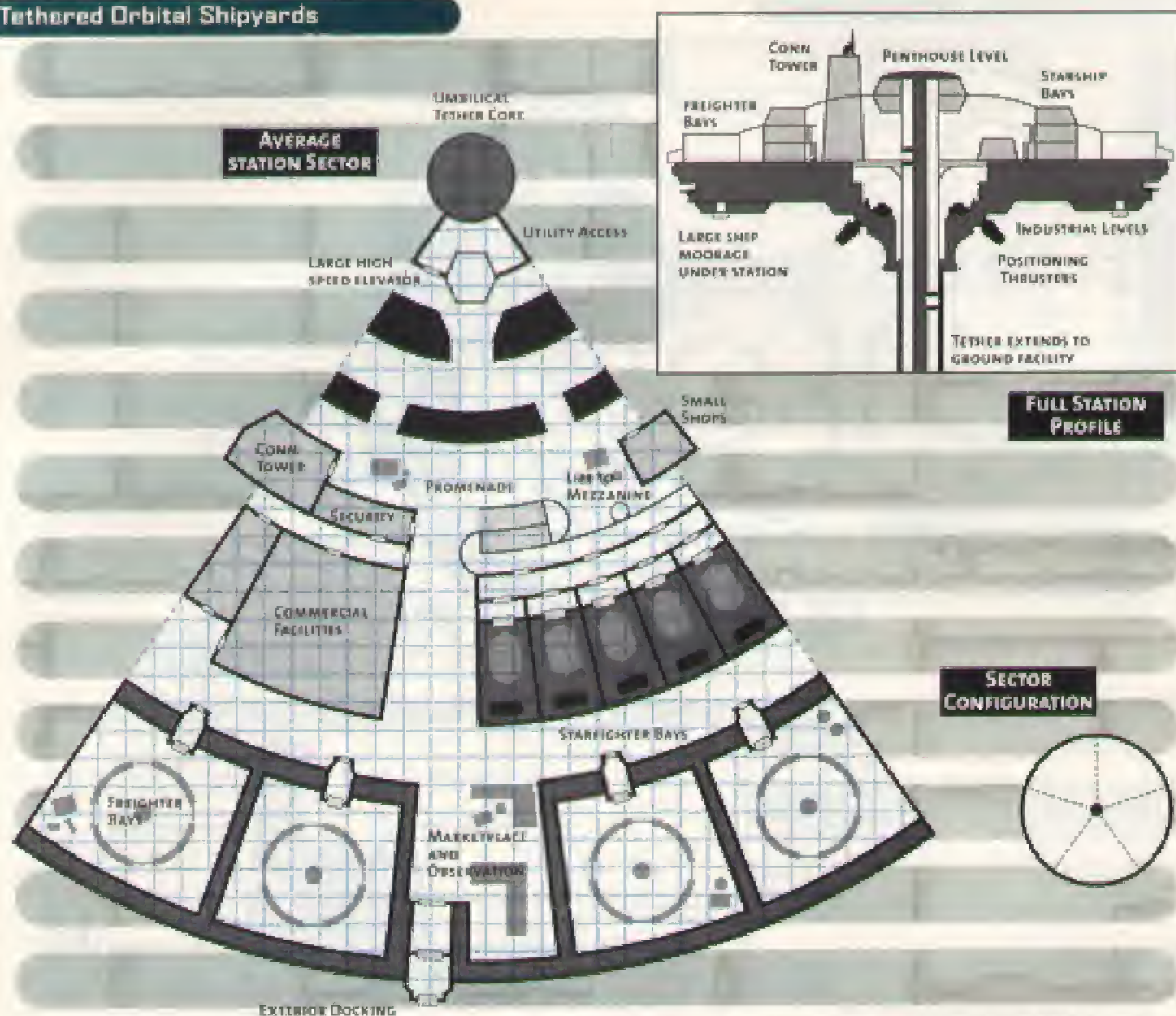
UMBILICAL
TETHER CORE

AVERAGE
STATION SECTOR

UTILITY ACCESS

LARGE HIGH
SPEED ELEVATOR

CONN
TOWER

FREIGHTER
BAYS

PENTHOUSE LEVEL

STARSHIP
BAYS

LARGE SHIP
MOORAGE
UNDER STATION

INDUSTRIAL LEVELS

POSITIONING
THRUSTERS

TETHER EXTENDS TO
GROUND FACILITY

FULL STATION
PROFILE

CONN
TOWER

PROMENADE

SECURITY

COMMERCIAL
FACILITIES

SMALL
SHOPS

LOW-TECH
MEZZANINE

SECTOR
CONFIGURATION

STARFIGHTER BAYS

FREIGHTER
BAYS

MARKETPLACE
AND
OBSERVATION

EXTERIOR DOCKING

THE LAW

On strictly commercial facilities, the law (like the facility) is privately run. The number of security guards depends on how many people are working and living on the orbital. Facilities that are mostly automated might have a handful of security guards (Thug 2), while a heavily populated facility could have a seemingly limitless supply. The chief of security is typically a retired soldier (Soldier 4) or military officer (Noble 2/Soldier 2).

Whether privately or publicly run, the law is quick to respond on most orbital shipyards. The most heavily populated facilities have guards or holocams stationed in high-traffic areas. Lone guards will assess a situation before jumping into it, usually calling in reinforcements. Any disturbance of the peace is swiftly stifled by four or more security guards. On heavily automated facilities, security isn't likely to respond to an incident for hours or possibly even days.

Concealed Crater Base

This facility is often a secret staging area for small military units or pirate bands. When built over a dormant volcano sensor readings from orbit have trouble finding this type of concealed landing platform. Concealed crater bases can be found almost anywhere, even on large asteroids.

THE SIGHTS

A concealed crater base is often the only thing around. If not, the closest settlement is probably days away by speeder. Industrious engineers choose craters that have large lava tubes that act as passageways and launch tubes for starfighters. One medium transport is usually big enough to deliver all the materials necessary to set up a concealed crater base.

If the heroes find themselves in a concealed crater base, they're either hiding from someone or looking for someone who doesn't want to be found. If they try to fly in or out through the lava tubes, they must make a series of Pilot checks. GMs can plan out a flight path ahead of time fraught with twists, turns, and natural formations. A typical flight path should have only a few truly dangerous features. Fine and Diminutive starships have no trouble maneuvering inside a lava tube. Tiny starships suffer a −2 penalty to maneuvers,

LOOKOUT STATION

[CATWALKS CAN BE RAISED IN EVENT OF ATTACK]

GUARD TENTS

FIXED HEAVY BLASTER

[SENSITIVE AREAS CORDONED OFF BY ELECTRIFIED FENCING]

WEAPON STORAGE

GENERATOR

ELEVATED CATWALK

CARGO CRANE

LANDING PAD

LOOSE CARGO

LAVA TUBES

POWER LINES

PILOT TENTS

LAVA TUBE

STORAGE CAVE

PREMIUM BOOTY

LAVA TUBE

"CAPTAINS QUARTERS"

PROFILE VIEW

[LARGER SHIPS LAND THROUGH OPEN CRATER]

[PILOTS CAN SCRAMBLE TO FIGHTERS HIDDEN IN LAVA TUBES]

Small starships suffer a −4 penalty, and Medium-size or larger ships are too big to maneuver inside a lava tube.

THE LAW

Concealed crater bases used by pirates typically have a guard platform with a full view of the rest of the base. Most pirates aren't organized enough to have actual guards. Instead, the rank-and-file members take turns on guard duty. The guard platform usually has a heavy repeating blaster cannon on a fixed mount that draws power from the base's generator. There are usually only one or two pirates in the whole base with the Weapon Group Proficiency (heavy weapons) feat. In case of a surprise attack, one of those pirates attempts to reach the guard platform before the catwalk is raised.

Concealed crater bases used by covert military organizations or paranoid mercenaries have all the same features with a few exceptions. Since guards are usually assigned to their shifts, there's always someone with the proper feat operating the heavy repeating blaster cannon. Additionally, security devices are more commonly found in military and paramilitary installations. Motion and sound sensors are not uncommon. Hide and Move Silently skills, respectively, may be used to avoid these sensors (DC 20). A successful Disable Device skill check (DC 25) will render these sensors useless without setting off any alarms.

CRATER PIRATES

Unlike the generic pirate GM character (Core Rulebook, page 273), pirates typically found occupying a concealed crater base are not well trained. They're often individuals who were pressed into service, couldn't find a decent job, or enjoy roughing people up and robbing them. Crater pirates are the perfect alternative to the generic thug if your GM wants to stage a pirate raid but doesn't want to overwhelm the heroes with a swath of 4th-level Scoundrels.

Crater Pirate: Human Thug 3; Init: +2 (Dex); Defense 16 (+4 armor, +2 Dex); Spd 10m; VP/WP −/15; Atk +3 melee (1d6, baton), +5 ranged (3d6, blaster pistol); SV Fort +4, Ref +3, Will +1; SZ M; Rep 1; Str 10, Dex 15, Con 12, Int 12, Wis 11 Cha 12.
Equipment: Blaster pistol, blast vest, baton, well-worn clothing.
Skills: Climb +4, Intimidate +10, Knowledge (streetwise) +3, Repair +4, Pilot +5.
Feats: Armor Proficiency (light), Skill Emphasis (intimidate), Toughness, Weapon Group Proficiency (blaster pistols, simple weapons).

» The trusty astromech that calculates the jump to light speed moments before the Imperial Star Destroyer locks a tractor beam onto the ship.

» The officious snob of a robo-waiter that refuses to seat you in the nightclub without the proper password.

» The surly droideka poised like a deadly predator insect about to strike.

» The resourceful protocol unit who has been in the family for three generations and developed a lisp from a deteriorating vocabulator.

» The hard-working labor droid (saddled with the intelligence of a 3PO unit by a pirate master too cheap to buy a true protocol droid) who dreams of escaping his owner and exploring the stars.

» The rogue assassin droid: independent, illegal, and a merciless killer for hire.

LOOK SIR, DROIDS!

(Note: this article reads better if you keep Chapter 15: Droids of the Star Wars Roleplaying Game Core Rulebook handy.

BY CORY J. HERNDON

ILLUSTRATED BY MATTHEW HATTON

Mechanicals & Organics

Droids—large or small, smart or simple, cowardly or deadly—fill roles in nearly every niche of the *Star Wars* universe. In most cases, a mechanical being (however sophisticated) is the property of an organic individual. These droids have levels in the Gamemaster classes (Thug, Expert, and Diplomat) and perform a number of essential jobs and services in a number of industries. Usually they wear restraining bolts, or are controlled via remote processor.

These droids receive frequent memory wipes to prevent recurring personality quirks, if they have enough intelligence to develop quirks in the first place. Memory wipes reset a droid to its factory specifications, preventing quirks that could lead to disaster in a starship construction yard, at a business deal, during combat maneuvers, or even an important diplomatic dinner.

The Family Droid

Nearly as many models of droid are owned privately as are put to work in the labor sector. Often, organic owners come to think of their droids—at least the smart ones—as companions and friends, especially if said droids have gone a while without a memory wipe. An owner might come to value the advice of the droid, or have an emotional attachment of some kind. Quirks that might cause trouble in an industrial model become endearing in the family droid, and can lead to a droid developing a distinct personality.

In their own way, droids gain experience from the events they weather over time. A sufficiently sophisticated droid brain's neural pathways develop attachments to other mechanical and organic beings, forming friendships just as Humans or aliens do. Still, most droids rarely become more than what they were designed to be. Even galaxy-renowned units like the New Republic's famous C-3Po and R2-D2 technically belong to Luke Skywalker and acknowledge that fact . . . most of the time.

Droid Independence

Occasionally, events conspire in the existence of a droid that lead to its independence. So-called "self-owned" droids are few, but not as rare as some would have the galaxy believe.

Many an independent droid, for instance, has "gone bad." It is not uncommon to hear stories of droids who escaped after years of abuse by an unfair master—sometimes killing their tormentors first. Other whole lines of droids have had violent, aggressive personalities due to a production glitch. Sometimes that violent tendency has even been planned, but got out of control, as in the highly publicized case of the IG assassin series.

(According to uncorroborated reports, the famed bounty hunter, IG-88, killed its creators upon activation simply because those creators had inadvertently instilled the unit with an utter disregard—some would say disdain—for sentient life.)

To say that all independent droids are haywire, rampaging killers would be a hasty, unfair generalization. But those that are independent keep one photoreceptor active for organic beings seeking to steal wandering mechanicals. To protect themselves, such units usually have some form of defense, such as alarms or violent application of tools. Some even manage to get true weapons installed for emergencies.

Unless they become absolute loners, independent droids often enter into partnerships with one or more organic individuals to appear "owned." These droids—unless bizarrely disfigured or altered—find that the amount of unwanted attention they attract goes down exponentially for every non-mechanical companion they have. Still other independent droids find they actually miss the companionship of an old master, and seek out organics similar to that individual if he or she no longer exists.

Building a Droid Hero

Unlike organic beings, droids don't have what could be called a "species" to provide skill and ability modifiers. Instead, each droid hero has four major factors that affect its abilities, skills, and behavior: degree, chassis, manufacturer, and personality. The

player (in the case of heroes) or the GM chooses degree and manufacturer. Degree, chassis, and manufacturer offer benefits or penalties according to the specialties of each. Personality, however, is expressed in the form of a few quirks that further modify the droid's ability and skill scores at creation (independent droids didn't get that way through frequent memory wipes).

Droid Heroes and Classes

Droid heroes usually start out with a heroic class as well (although droids sometimes find it difficult to get beyond their core programming without the right processors). They gain experience, vitality, and advance in level just like organic beings. Since they have broken their programming and become independent mechanicals (dangerous as that may sometimes be to their person), they have overcome the prohibition against harming organics that's usually the exclusive domain of fourth-degree military models.

How to Use This Article

Over the next 16 pages, we'll look at the various droid manufacturers in the galaxy and many droid models that heroes can purchase (including a few low-priced models for starting characters), along with new pieces of equipment that will allow you to customize your droid to your personal specifications.

But first, you'll learn how to create a droid from scratch. Players can use the droid creation section to create their own droid heroes. GMs can also use the droid creation section to make unique, memorable droid GM characters for the heroes to encounter.

LOOK SIR, DROIDS!

Every droid player character is likely to have a past—independent droids don't grow on trees, after all. It's a good idea to have at least one or two former masters in mind. Also have a clear idea of why your droid has become self-reliant. Was it granted freedom by a former owner? Was it abandoned on a space derelict, only recently coming back online after centuries? Did it slaughter the first organic it saw? Such questions can be of great help fleshing out your droid (so to speak).

Droids also have a lot of core programming to overcome, and these original design specs often crop up in the droid's behavior. A Robo-Bartender with two levels of soldier is a rough and ready combatant—but it probably describes attack plans in bartending jargon.

Whatever type of droid you choose to create, remember the following rule above all: droid heroes are only allowed at the GM's discretion. Players must always check with the GM before preparing a droid hero for a campaign.

Droids by Degree

A droid receives certain ability modifiers according to their degree, a designation that takes into account the droid's general purpose and role in society.

Players wishing to play a droid hero are encouraged to look into 2nd, 3rd, and 4th degree droids, but 1st and 5th degree droids are certainly still playable.

Note: The bonus skill points, if any, granted by the following degrees, manufacturers, and personality quirks can be overwritten by other skills with the Computer Use skill as described in Chapter 15 of the Core Rulebook.

First-Degree Droids

Droids of the first degree specialize in medicine and the sciences, often amounting to no more than mobile computers. Still, they can be modified like any other droid, and many former surgeon droids have found second-

ary lives as hyperspace navigators on tramp freighters or specialty chefs in popular restaurants.

Ability Modifiers: 1st-degree droid heroes get +2 Int, −2 Wis, and −2 Cha.
Professional Class: Expert, Diplomat, or Thug.
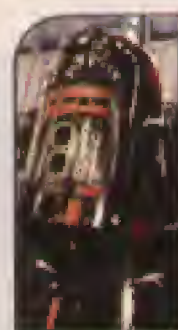
Second-Degree Droids

This degree includes astromechs, sophisticated repair droids, and other technical and engineering specialist droids. These units often forgo resemblance to their owners in exchange for practical-

ity, as evinced by the "universal socket" present on many starfighter models, built to fit astromech droids designed by a number of manufacturers. WED repair units boast little personality or charm, but their easily modified multiple tool arms and low price make them one of the most common personally owned droids in the galaxy.

Ability modifiers: 2nd-degree droid heroes get +2 Dex, −2 Str, and −2 Wis.
Professional Class: Expert.

Third-Degree Droids

By far the degree of mechanical that humanoids should find easiest to interact with is the third-degree droid. These include protocol models, record-keepers, babysitters, bartenders, servants, and in a few cases, spies. Nearly all are designed to

What's Different About Droids Heroes

-- Droids do not need to sleep, so they make excellent guards. They do need to enter shut down mode for at least 30 minutes every 72 hours. If they do not, the droid must make a Will save with a DC of 15, or its programming begins to suffer Intelligence damage due to corruption (as described in the Core Rulebook).

-- Droids, though self-aware and even emotional, are not truly alive. Therefore, they have no connection to the Force and cannot gain Force skills, Force feats, or Force Points. As described in the Core Rulebook, they are also immune to certain Force abilities.

-- One of those Force abilities that can't affect droids is healing—droids can only regain lost wound or ability points through use of the Repair skill. A droid can use this skill on itself.

-- A droid's skill points can be reassigned through the Computer Use skill. A droid hero can use its own Computer Use skill to perform this reprogramming, although the droid must be relatively undisturbed (e.g., not under attack) to perform the check.

-- Because of their programmed nature, droids are nearly always multiclass by default (so beginning droids probably have an automatic −2 to their Defense). Droids start play with at least one level in Expert, Diplomat, or Thug "factory set" into their core circuitry. If the droid is ever memory wiped, it returns to these settings, keeping any levels earned since the wipe as professional levels in this class. (See the Death and Wiping sidebar.)

-- Droids can begin play with more than one professional level (and therefore start with what essentially amounts to an experience bonus). If they begin play with more than one professional level, however, they must earn the experience points necessary to gain their first heroic level. A droid that begins play with only one professional level can choose an heroic level immediately.

-- Droids gain an ability score point every 4th level, just like organic heroes. These increases must be applied to Wisdom, Intelligence, or Charisma, however, as droids do not biologically "grow" over time.

What's the Same About Droids

-- Droid heroes earn experience and advance in levels just like organic beings. For game purposes, only droid heroes gain experience. GM character droids and droids purchased by the players gain no experience points.

-- Other than being restricted to non-Force-using classes, droids gain the bonuses inherent to each heroic class in which they take levels.

-- Droids benefit from armor as easily as organics do, with the same consequences. Since droids all begin heroic existence as multiclass characters with a −2 penalty though, armor is more common for lower-level droids.

resemble either the species that built them or the species that will buy them. In the *Star Wars* universe, that means most third-degree droids are humanoid. Third-degree droids, as might be expected, find it easy to interact with humanoid species; they find it even easier to blend into the background.

Ability Modifiers: 3rd-degree droids get +2 Cha and –2 Wis.

Professional Class: Diplomat.
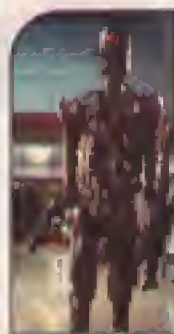
Fourth-Degree Droids

As old as droid technology is, violence is older by billions of years. So it's not too surprising that beings have been creating droids with violence in mind since mechanical constructs first became reality. Battle droids, destroyer droids, assassin droids, war droids, even security droids share one sometimes disturbing fact—they have no prohibition preventing the harming of sentient organics hardwired into their core programming. The can and will kill. Fortunately for the galaxy at large, such droids are usually rigidly controlled or only used for military purposes.

Ability Modifiers: 4th-degree droids get +2 Dex, –2 Int, and –2 Cha.

Professional Class: Thug.

Fifth-Degree Droids

The jumpy, annoying DUM series pit droid, the ubiquitous ASP-7, the reliable EG-6 power droid: all examples of fifth-degree droids that do the grunt work of a galaxy. Often dumber than a bag of drive waste, they're cheap, predictable, and do exactly what's asked of them. An intelligent labor droid was li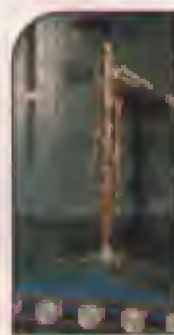kely difficult in some other way during its existence, winding up at the bottom of the mechanical ladder. The J9 Worker Drone is often classified as a labor droid, for

example, despite its advanced brain. This is explained by its appearance (meaning the J9 took a –4 to its Charisma).

Ability Modifiers: 5th-degree droids get +2 Str, –2 Int, and –2 Wis.

Professional Class: Expert, Diplomat, or Thug.

CHASSIS TYPES

A droid's chassis, or body type, dictates several physical traits of the droid, including manipulator types, movement, and available weapon and tool mounts. Choose a chassis that complements the degree of droid you're playing. Note that we do not recommended that players choose other chassis types (although ultimately the GM can allow any chassis type he or she wants). Adjust your speed according to the movement table in Chapter 15 of the Core Rulebook.

Any chassis is available for any degree, and may be Small or Medium-size in the case of droid heroes. (GM character droids can, of course, be any size.)

- Humanoid droids are the most common walking droid, especially among 3rd-degree models. Two arms, two legs, and a single head characterize this chassis type. Humanoid droids are allowed two tool mounts and two weapon mounts (the mounts must still be purchased with the droid's starting equipment money). Humanoid droids are the only chassis type that can use weapons designed for organics without a –4 penalty. Other chassis types can attach humanoid manipulator arms that remove this penalty.
- Astromech-type droids have a barrel-shaped torso, a rotating head (often dome-shaped) and tracked treads on the bottom of two thick, sturdy legs. Often, a third leg is available for balance. Astromech-type droids are designed for repair and can attach up to five tool mounts, but only one weapon mount.
- Treadwell-type droids are often built low to the ground to be closer to the objects this type of droid is usually busy repairing. The actual body shape might be anything from a pyramid to a tower to a sphere, usually with a broad base. These droids have great flexibility

in tool and weapon mounts and can have any combination of the two that adds up to six. They can be either tracked or wheeled.

- Multi-legged insectoid chassis droids boast exceptional balance, although they aren't as common as two-legged insectoids like the J9 Worker Drone. Like the Treadwell-type, they can carry different tool and weapon mount totals—four in any combination. They count as walking droids for movement purposes.
- Hybrid chassis droids have elements of two different chassis types: a tracked base for an otherwise humanoid medical droid, for example.

SIZE AND STRENGTH SCORES

A Tiny droid with a level of Soldier will not, generally, be able to lift as much as a Medium-sized droid with a level of Scout. Use the following table to determine a droid's Strength based on its size. Apply this multiplier before any other bonuses or penalties. Remember that droid heroes should be Small or Medium-sized.

Droid Size and Strength

Size	Strength Multiplier
Fine (Fly eye)	x1/8
Diminutive ("Blue Max")	x1/4
Tiny (MSE-6)	x1/2
Small (R2 unit)	x1
Medium (3PO unit)	x1
Large (R1 unit)	x1
Huge (Robo-Hack)	x2
Gargantuan (Binary Load Lifter)	x4

Droid Manufacturers

"Thank the maker!"

—C-3PO

It's an axiom older than star travel: Every droid's got to come from somewhere. Though the origin of droid making is lost to an age when even the Duros had not yet ventured into the stars, a few consistent
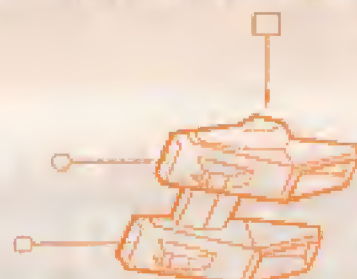
The Traditionalist:
Playing a Ready-Made Droid

While this article concentrates on how to create your own droid hero from scratch—including creating your own make and model of droid—many players will no doubt want to play one of the many droid types from the films. That's perfectly acceptable (in fact, many of the droids presented later in this article would make good heroes). Just remember a few things.

- Even a stock model will suffer from a quirk or two by the time it goes rogue. Players should choose a quirk from the table.
- If the droid comes with unspent skill points from the factory, these are replaced by the skill points offered by the droid's first heroic level.
- Watch your party level—an R2 unit with 4 levels of Expert and a level of Scout is still a 5th-level character and would dominate a party of 1st-level heroes.
- The droid must be capable of independent activity—if it is designed for control via remote processor (like a Trade Federation Battle Droid), it cannot be a hero.
- Your droid must exist in the era in which your game takes place. If it's noted in a droid's description that it was built and designed by top engineers for the Empire, for example, you could not play that droid during the time of the Naboo blockade. In most cases, however, droids can be played in any era.
- If you choose a model that starts with more than one professional level, remember that you'll need to earn your first heroic level through experience points. An LOM unit (Diplomat 2), for example, would start with 1,000 experience points by default and would need to earn 2,000 more to take a level of scoundrel. A 3PO unit (Diplomat 1), however, would be allowed to start with a heroic level.

traits have remained unchanged. Artificial intelligence is melded with mechanical locomotion to perform tasks that the droid owner would rather not do herself.

The variety of tasks and owners has resulted in a chaotic galaxy of droids, and most droid makers probably wouldn't be in business if all they made were mechanical beings. Even older models often outlast their original owners, yet droid companies keep producing new, improved designs, leading to even more droids who will also outlive their new owners. For this reason, many manufacturers diversify into starship, vehicle, and weapon production.

Used droids can be purchased and modified beyond the scope of their original functions, operating well outside of their intended use. In the case of independent droids (certainly used property, as virtually no one builds a droid with complete independence in mind) this modification is often intentional: the addition of a blaster to a limb, rearranging internal circuitry to make room for internal storage, minor intelligence-enhancing "surgery" on their droid brain.

HARDWIRING

However modified, most droids retain design and programming traits associated with their original manufacturer. In the STAR Wars RPG, this translates into equipment bonuses to certain skill checks. Because of mass production, a manufacturer's priorities imprint on every droid it creates. So when creating a droid from scratch, choose a manufacturer and incorporate the following skill modifiers, even if they seem inappropriate for the droid's intended purpose.

For instance, a protocol droid made by Arakyd is still made by engineers who specialize in gathering information and diabolical designs. So the Arakyd protocol droid has a certain menace, even in its innocuous translator duties.

This also means that you can generally choose any manufacturer for any droid class that you like (although certain manufacturers will be more appropriate for certain classes and purposes). For enough money, a droid maker will create just about anything. Whatever type of droid you can imagine, odds are a likely manufacturer can be found in this section.

GM Notes: Droids in Your Game

Droids can offer a lot to your game: They can be awfully fun to play and lend a definite air of space fantasy to a human-and-alien-filled adventure. This article is designed to help you create GM character droids for use in your campaigns, as well as serve as a guide for players who wish to create droid heroes. Because of their mechanical nature, however, it's possible for them to create game imbalance without a few special droid construction restrictions that apply only to droid heroes. GMs who choose to allow droid heroes in their game will most likely want to enact the following ground rules:

1. Droid heroes may only be Small or Medium-sized—all normal size modifiers apply.
2. Don't allow players to start with a droid from the Core Rulebook (such as the E522) that has at least one heroic level as a factory preset. The droids in this article, you'll notice, only begin with professional classes.
3. Watch the weaponry—some droid weapon attachments like hunter-seeker missiles can be devastating no matter what your level and allow

lower-level droids to wield a little too much destructive capability. If players insist on buying an overpowered weapon, be sure to adjust your challenge levels for that adventure to keep things interesting.
4. Don't offer the option to start with repulsorlifts or powered flight—the droid should pay for such an expensive, powerful piece of equipment.
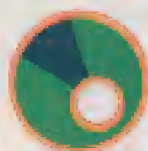
ACCUTRONICS

Accutronics has grown its own sector of the droid market as specialists in the family droid: a mechanical that acts as nanny, playmate, or teacher to the kids. Their TDL Nanny Droid has been well received—especially in the Outer Rim, where parents often have to work long hours to get by. In fact, the company has several offices and dealerships in the Rim. Accutronics' headquarters are based on Eriadu.

Special Characteristics: Accutronics droids specialize in looking after the young of many species. Upon creation, they are hard-wired with a +2 equipment bonus to Knowledge (childcare, any species) and Profession (teacher).

ARAKYD INDUSTRIES

Some in the New Republic government have voiced an objection to working with Arakyd. The company produced a high percentage of the Empire's military droids, including the Viper Probot and the ubiquitous Seeker. For their part, however, the executives of the company have thrown themselves into partnership with the New Republic wholeheartedly and already have numerous contracts in the production stage, such as the NR-V2 Explorer, a modernized, exploratory version of the old Imperial Probot.

Special Characteristics: Arakyd Industries droids often specialize in intelligence gathering, security, and message delivery. They receive a +1 equipment bonus to Diplomacy, Gather Information, Hide, and Intimidate checks.
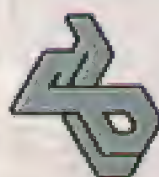
BALMORRAN ARMS

Operating at the Core's edge—on Balmorra, a manufacturing world since the early days of the Republic—this company primarily produced AT-ST Scout Walkers for the Emperor's attack forces. Like most large corporations, though, they branched out into droids. The SD-9 and SD-10 infantry robots in particular proved to be efficient killers.

Special Characteristics: Balmorran Arms models are built for combat. They receive a +2 equipment bonus to Spot and Search checks, since the Empire—Balmorran Arms' most frequent

Playing Maker

If you don't want to use a manufacturer here, consult with your GM on your manufacturer idea. If it's simply a matter of not liking the name, it would be easiest—and perfectly acceptable—to "rename" a company listed here and take the bonuses offered.

Otherwise, the new manufacturer can provide a +4 equipment bonus to one skill, a +2 equipment bonus to two different skills, or a +1 equipment bonus to four different skills. GMs are encouraged to include a penalty for the manufacturer if the skill bonuses seem exceptionally powerful. Balmorran Arms, for example, gives a +2 equipment bonus to Search and Spot skill checks to each droid it makes, but such droids move more slowly than other droids.

Each manufacturer bonus is an equipment bonuses and as such does not stack with other equipment bonuses. At the GM's discretion, some of these bonuses can be deemed special equipment bonuses that do stack under certain circumstances.

Droid Creation in 10 Easy Steps

Droid creation isn't much more complicated than regular character creation, but it does have a few peculiarities. When rolling up a droid hero, we recommend following these steps in order, but it isn't necessary to do so.

1. Choose the chassis, size, and degree of droid you want to play. Size affects the droid's Strength score, and droids of all sizes can be found in every class. Most droid heroes are 2nd, 3rd, or 4th degree droids, although 1st and 5th-degree droid heroes are not unheard of.

2. Assign ability scores to your droid based on the standard point array (15, 14, 13, 12, 10, and 8—see Planned Character Creation in the Core Rulebook).

3. Modify the ability scores according to your choices on the Degree and Chassis tables.

4. Choose the manufacturer, or create a new manufacturer with your GM's supervision. Adjust skills accordingly.

5. Find the appropriate professional classes the droid will have as "factory preset." Create this expert, diplomat, or thug on a separate character sheet—including skills and feats—and keep it handy just in case the unthinkable happens and your droid is memory wiped.

6. If your droid only has one professional level, choose a heroic

level as well (droids that start with more than one professional class cannot take heroic levels until gaining a level through experience). Create this "experienced" droid on a new character sheet, adding feats and spending skill points as normal (excluding any Force-related skills or feats, of course). When using a ready-made droid such as the R5-unit later in this article, the skill points provided by the heroic level take the place of the droid's standard "unspent skill points."

7. If you are playing a droid of your own creation and not a ready-made model, roll 2d6 and multiply the result by 100 to get your droid's starting equipment fund. This is the number of credits' worth of equipment the droid comes with direct from the factory. This money must be spent on equipment; any leftover is absorbed by the builders and unavailable to the droid hero.

8. Roll up the regular starting money for the droid's heroic class. This money may be spent on equipment added to the droid since it came from the factory. The droid hero can keep any leftover credits, meaning this money need not be spent on equipment immediately.

9. Choose a quirk from the personality table and adjust your droid's skills.

10. Make the final adjustments to your new droid (including an alphanumeric name and casual nickname if you desire), and you're ready to roll off the assembly line!

LOOK SIR, DROIDS!

customer—values alertness and deliberation in its infantry droids. That deliberation results in a slower speed for BA droids; they move more slowly than other droids by 2 meters.

CYBOT GALACTICA

If not for the presence of Industrial Automaton's R-series astromechs, Cybot Galactica's 3Po units might well be the most common droid in the known galaxy—at least, in those parts of the galaxy where Humans predominate. Though the 3Po is their bread and butter, CG has also produced a wide array of product, including the Binary Load Lifter, the LE Repair Droid, the specialized PD Lurrian, and of course, a selection of Robo-Bartenders. Though protocol droids and servant models dominate their lineup, CG's WED series repair droid has long been the budget spacer's astromech alternative.

Special Characteristics: Since Cybot Galactica is one of the "big two" (along with Industrial Automaton), it is capable of outfitting a mechanical for just about anything. A CG droid gains a +2 equipment bonus to any two skills of the player's choosing. The bonus cannot be applied to the same skill twice. These bonuses do not allow the droid to use a skill untrained unless it's got a heuristic processor.

GEENTECH

Almost a footnote in droid history, one-time medisensor concern Geentech, which had had success with its 2-1B surgical model, fought a series of corporate takeover attempts and lawsuits from the much larger Genetech Corporation. Among Genetech's alleged grievances were infringement of copyright. Geentech no longer exists, but the intelligent droids its engineers built can still sometimes be found used—for a slight additional fee—from droid merchants everywhere.

Special Characteristics: Geentech specialized in medical and scientific models. They gain a +4 equipment bonus in either Astrogate, Computer Use, Knowledge (any subject), or Treat Injury. However, their additional cost subtracts 200 credits from the droid hero's starting equipment fund.

GENETECH CORPORATION

The maker of the 3D-4X Administrative droid is fairly large—not Industrial Automaton large, but large enough. As their name implies, Genetech's first business was not droids; rather, Genetech dealt in pharmaceuticals. To increase corporate profits, the board of directors authorized the development of droids that could take over manufacturing and factory work on some of the more desolate Outer Rim worlds. Many sociologists believe the loss of jobs among biologicals to be a root cause of the pervasive anti-droid bias in those outlying areas.

Initial resentment notwithstanding, Genetech droids are quite common in clerical, administrative, and accounting models.

Special Characteristics: Genetech droids that have broken their programming and gone rogue often become information brokers. They get a +2 equipment bonus to Gather Information and all Knowledge skill checks.

IMPERIAL DEPARTMENT OF MILITARY RESEARCH

Certainly not exclusively a droid-making bureau, this top-secret arm of the Imperial military gave the galaxy such charmers as the Dark Trooper, the Human Replica Droid, the Imperial Mark IV Sentry Droid, the IT-o, and the Shadow Droid.

Obviously, there was no Imperial Department of Military Research when the Old Republic was in power. Although this Department did not exist during the Rise of the Empire era, Palpatine certainly had

Death and the Droid

When a droid "dies" (either by failing a Fortitude save at zero wound points or running out of Constitution), its brain shuts down permanently. Unlike organics, droids can take advantage of a unique form of mechanical immortality. If the droid's brain is saved to a computer system and a new chassis and brain can be bought or found, others can attempt to reactivate the droid. At least a ship-quality system is needed to hold a droid's entire memory and personality. Essentially the droid is "resurrecting" in a new body.

A successful Repair check (DC 25) is required to transfer the droid's memory into the same model body it had before. The DC for the transfer into a chassis for which it was not designed (a V6 pilot droid into a Robo-Hack, for example) is 30.

A droid that successfully moves into a new chassis can have altered ability scores, equipment, and skills. Work with your GM to figure out exactly how these scores will change. As a default, simply rearrange 4 skill points and move 1 ability point into a different ability.

THANKS FOR THE MEMORY WIPE

Although "droid lovers" find the practice ghoulish, memory wipes are facts of existence for most droids. The practice is probably the single largest reason that independent droids are so rare—not surprising, since a memory wipe's primary purpose is the removal of personality quirks that distinguish an independent droid.

Memory wipes do not kill droids, but they do cause it to lose its heroic status and revert to professional levels matching their original professional class. For example, VT-3Po, a 3Po unit that had been a Diplomat 1/Soldier 4/Noble 2, becomes a Diplomat 7 after a memory wipe. The droid keeps any feats it had before (even if it loses a prerequisite), its Defense bonus goes up by two (since it is no longer multiclass), and its vitality points disappear until it earns another level in a heroic class. Any class-related abilities, such as the noble's Call in a Favor, are lost.

The droid's skills revert to their original setting (remember to keep a copy of your 1st-level professional droid handy for situations like this), and skill points from extra professional levels can then be "spent" by the player as if they were a droid's original unspent skill points.

an interest in droids for some time. By the time of the New Jedi Order, most of the Department's scientists and engineers are dead or missing, but a few yet live on in hiding. Some plot revenge, some want to get on with their lives, but any who can be found can be persuaded with sufficient credits to help heroes find a leftover Imperial droid lying around somewhere.

Special Characteristics: Any droid built by the IDMR gets four +1 equipment bonuses (or any combination adding up to four) to distribute among the following skills: Astrogate, Bluff, Computer Use, Demolitions, Diplomacy, Disable Device, Escape Artist, Forgery, Gather Information, Intimidate, Move Silently, Spot, or Treat Injury.

Loyalty is hardwired deeply into the brains of any droid produced by the Department. An IMDR droid must make a Will save (DC 30) to perform any direct action against a representative of the Empire or to act against Imperial facilities or installations.

INDUSTRIAL AUTOMATON

The Imperial Consumer Council widely touted two statistics in Industrial Automaton advertisements for several decades. First, eight in every ten beings have interacted with one of their products. Second, two out of three Imperial citizens have owned, do own, or will own an Industrial Automaton droid at some point. For a while, their droid division's slogan was, "A droid you'll never forget you owned."

Industrial Automaton is, if anything, an even more diverse droid producer than its chief rival, Cybot Galactica. For every variation on its ubiquitous protocol droid that CG releases, IA releases another targeted model to a new market.

Still, Industrial Automaton does have both big sellers and huge failures. Perhaps no other droid in history has been as large a success as the R2 astromech unit. In fact, IA has built a near-monopoly in the astromech market. Many cost-conscious pilots even use IA parts on other droid models, made easier by the fact that most of the company's models are designed to be easy to work on and fix. IA has also become a fixture in the medical field with

its long-running line of MD series medical assistant droids.

Many IA droids find themselves boosted well beyond their original specs because they're simple to upgrade, even with parts from another manufacturer. The ASP droid has become widely distributed throughout the Mid and Outer Rim, largely because it's cheap, simple, sturdy, and surprisingly takes to a AA-1 Verbobrain like a mynock to power cables.

Special Characteristics: Industrial Automaton has a droid for nearly every purpose, and their droid models gain a +1 equipment bonus to four skills of the player's choice upon character creation. The skill bonuses must be used for four different skills. IA droids also get a +2 synergy bonus to Repair checks made to reprogram their skill points.

LES TECH

This small, exploration-oriented company, which once sought shelter from Cybot Galactica's hostile takeover attempts beneath the hem of Emperor Palpatine's robe, sold more product to the Rebels once the Emperor cut the exploration budget during the Civil War. M38 Explorer models, in particular, saw heavy use as group after group of Rebels desperately sought their next secret base.

Special Characteristics: Les Tech droids tend toward curiosity and inquisitiveness. They gain a +2 equipment bonus to Gather Information and Search checks, but suffer a –1 penalty to Will saves in new or strange conditions (as determined by the GM) due to their fascination with the unknown.

LIESUREMECH ENTERPRISES

LiesureMech builds high-quality droids designed to fit niche markets in the recreation industry. Their top-selling units include the Automated Sabacc Dealer and the C5 Robo-Bartender. LiesureMechs are most common in the Corporate Sector but can be found throughout the Republic, Empire, or New Republic.

Special Characteristics: Droids built by LiesureMech are meant to put beings at ease—though some models are armed

with sufficient weaponry to ensure that all participants play by the rules. They get a +1 equipment bonus to Bluff, Diplomacy, Intimidate, and one to the following: Knowledge (gambling), Knowledge (recreation, any species), or Profession (casinos). They suffer a –2 penalty to Intelligence, though. Most of their processing power is taken up with whatever game, menu, or entertainment schedules their current owner desires.

LORONAR CORPORATION

Loronar is famous—and infamous—for producing the insidious Fly Eye droid. This miniature intelligent camera is used by several less-than-scrupulous galactic news agencies to feed the gossip mill, by paranoids to ensure the sanctity of their domiciles, and by jealous lovers everywhere to make sure their significant other is on the up and up. They're also well known for the colossal failure that was the Loronar Synthdroid—a unit released about 9 years after the Battle of Endor, meant for the leisure and recreation market. Despite the fact that it could be molded to look like literally any humanoid, the Synthdroid had only rudimentary intelligence and an overly artificial appearance. It did not last long.

Special Characteristics: Loronar engineers are known for bizarre ideas that occasionally lead to brilliant breakthroughs—but just as easily result in brilliant failures. Loronar droids roll one additional time on the Quirks table (for three quirks total).

LOOK SIR, DROIDS!

MEDTECH INDUSTRIES

Some of the oldest medical droids still in service are Medtechs. Their blocky, largely stationary FX series droids can be found in virtually every medical center on the Outer Rim, and it's not at all uncommon to see them even in the Deep Core (where the company relocated before declaring bankruptcy shortly before the Battle of Hoth).

Special Characteristics: As the name of the company implies, Medtech builds droids for the medical and health fields. Medtech units gain a +8 equipment bonus to Treat Injury checks, but suffer a –2 penalty to Dexterity, a –4 penalty to Reflex saves, and cannot move faster than 2 meters per round.
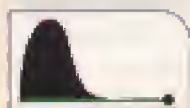
MERENDATA

This corporation, like Arakyd, produced a disturbing number of sinister droids for the Empire, and the New Republic has found efforts to contract with MerenData to be difficult at best. Some of their droid models do have benevolent—or at least, non-lethal—potential, while a few experimental units have gone rogue. Blue Max, a Positronic Processor droid encountered by Han Solo in the Corporate Sector, was built by MerenData.

Special Characteristics: Security and military applications are one of MerenData's specialties. They gain a +4 equipment bonus to either Gather Information or Intimidate checks. Their strange designs and behaviors (especially the sadism of the EV series) have developed a bit of a reputation for the company, so they suffer a –2 penalty to Charisma.

REBEL ALLIANCE/NEW REPUBLIC RESEARCH & DEVELOPMENT

Not actually a public droid manufacturer any more than the Imperial Department of Military Research, the Rebel/New Republic R&D have become adept at cobbling together clever, practical droid models from the FIDO defense droid to the NR 1100 Slicer. These droids are difficult for the average citizen to come by but might be available—or even assigned—to an Alliance soldier or agent of the New Republic.

Special Characteristics: Rebel/New Republic R&D develop many droids for diverse purposes. These droids get four +1 equipment bonuses (or any combination adding up to four) to distribute among the following skills: Astrogate, Computer Use, Demolitions, Forgery, Gather Information, Handle Animal, Knowledge, Repair, Search, or Treat Injury. Much as their counterparts in the IDMR cannot act against the Empire, droids built by Rebel/New Republic R&D contain core programming making it difficult for them to perform acts that would be detrimental to the welfare of the Rebels or the New Republic. They must make a Will save (DC 25) to perform any direct action against a representative of the New Republic/Rebellion or to act against their facilities or installations.
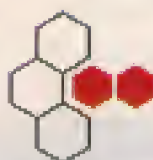
ROCHE

One of the few alien-owned companies to continue droid production under Palpatine's rule, Roche is the short name for the droid consortium of the insectoid Verpines. (The full name of the company is "Roche Hive Mechanical Apparatus Design and Construction Activity for Those Who Need the Hive's Machines.")

Roche droids are surprisingly common among humanoids, which is strange considering their often-unsettling insectoid appearance. One of their most popular models is the sadly misnamed J9 Worker Drone. This unit was meant to be a protocol droid, but its skeletal, arthropod appearance and confusion between Verpine and Basic definitions of the word "worker" led many J9s to a long, dull life of labor. Some have escaped their menial jobs and gone rogue.

Special Characteristics: Roche droids aren't attractive to humanoids, but have a reputation for versatility. They suffer a –2 penalty to Diplomacy and Bluff checks, but add a +1 equipment bonus to every other skill check thanks to flexible and adaptive programming. This bonus does not allow the droid to use a skill untrained in which it has no skill ranks unless it also has a heuristic processor.

SERV-O-DROID

One of the oldest—and, if certain legends are to be believed, one of the original—droid manufacturers went out of business prior to the Battle of Endor. Despite some bad business dealings, the company kept its reputation for quality, sturdy, utilitarian droids up until the end, and Serv-O-Droids continue to be common sights even among the worlds of the New Republic. It's often morbidly joked that without the CZ model single-handedly keeping the Imperial Bureaucracy afloat during the Civil War, the Rebels would have won in time to save Alderaan.

Special Characteristics: Serv-O-Droids take a licking and keep on ticking. Still, even the most versatile Serv-O-Droid tends to focus on secretarial and protocol duties. They receive a +2 equipment bonus to Computer Use and Knowledge skills. Their time-honored construction means they also suffer more from personality quirks—the player should roll a d20 and take an additional random quirk from the Quirks table.

SIENAR INTELLIGENCE SYSTEMS

Sienar's line of military and intelligence droids are not available to the general public except at inflated rates on the black market. Instead, Sienar Intelligence Systems (an arm of the giant Santhe/Sienar Corporation) contracts directly with governments—especially the Empire. Their biggest seller, even well into The New Jedi Order era, is the E522 Assassin model, although its use is (theoretically) heavily restricted in New Republic space.

Special Characteristics: Sienar's droids often call on skills that some would term "predatory." Droids made by this manufacturer gain a +4 equipment bonus to all Spot checks.

SoroSuub Corporation

Despite this company's allegiance to the Empire, the citizens of Sullust—where SoroSuub was based—sympathized with the Rebellion. Eventually, the industrial powerhouse, which already had a large percentage of the vehicle industry, was awarded contracts by the New Republic to create new droid models.

One of SoroSuub's most unusual models is the 501-Z Police Droid, often called simply "Unit Zed." This security model has a large degree of autonomy and independence, although ultimately its only goal is to uphold the laws with which it is programmed.

Special Characteristics: SoroSuub droids are well-built and long-lived, often settling into comfortable roles on backwater worlds. They receive a +2 equipment bonus to Survival and a +2 equipment bonus to Profession (choose one).

Ulban Arms

Once an subsidiary of LeisureMech Enterprises in the Corporate Sector, Ulban Arms has spread beyond those confines into the rest of the galaxy with alarming speed. Their droids, as one might guess, tend toward military and security applications. The S-EP1 "Sleepy" Security model is becoming a common sight outside the homes of the well-to-do from the Rim to the Core, standing guard over insecure—some would say paranoid—owners. Several "Sleepy" models purchased by criminals and disreputable types have gone rogue since losing their masters.

Special Characteristics: Ulban Arms droids, like many other droids produced by companies that deal in weapons, specialize in security. They gain a +2 equipment bonus to Spot and Listen checks.

Veril Line Systems

While certainly not as large as Cybot Galactica or Industrial Automaton, Coruscant-based Veril Line Systems has built a corporate empire on a just a few droid models. Their EG-6 Power Droid has set the standard for the industry. Their Gyrowheel Recycling Droids keep starship corridors clean from Corellia to Dantooine, and their Construction Droids played a large part in remaking Coruscant in the Emperor's dark, glorious image.

Special Characteristics: Droids produced by Veril Line Systems tend to be focused on success at one job, and one job alone. They may get a +6 equipment bonus for Repair or Craft (choose one) skill checks, but must assign two –2 penalties to two other skills in which the droid has ranks.

Equipping Your Droid

With millennia of droid technology—and nearly limitless droids—to build on, designers have come up with a droid attachment for every occasion.

Droid heroes receive (2d6) x 100 credits' worth of equipment to be spent during character creation to fit the droid with a number of programming upgrades, devices, and tools. After that, it's gone and the rest of a droid's equipment must be bought with starting hero money. Any leftover credits are lost.

Upgrades, Parts, and Attachments

In addition to the equipment listed in Chapters 7 and 15 of the Core Rulebook, the following items can be purchased and installed on droids. Remember that many items from the Core Rulebook (like liquid cable dispensers) can be attached to a droid as long as it has an available tool mount.

Fire Extinguisher

Cost: 50 credits
Chemical Agent: 1 credit per cartridge
Weight: 3 kg
Requires Empty Tool Mount
How often do you find yourself fighting fires in your Star Wars games? Odds are, it's not often. But if you want a quick way to obscure an enemy's vision during a firefight, think about the relatively inexpensive fire extinguisher.

A full-round burst from this tool produces a cloud of chemicals that gives beings in the squares directly behind and in front of the droid a +4 concealment bonus to defense (the heroes can't see through the cloud any better than the bad guys). The cloud spreads 2 meters in all directions for every round it is activated and dissipates after 3 rounds (no matter how large the cloud).

If used for its intended purpose, the extinguisher can put out a fire that occupies up to 10 square meters (at the rate of 2 square meters per round) before running out of chemicals. Reloading the Fire Extinguisher is a full-round action that does not require a Repair check.

Flamethrower

Cost: 400 credits
Fuel: 20 credits per 10-burst fuels cartridge
Weight: 7 kg
Requires Empty Tool Mount
The flamethrower is a ranged weapon that shoots a burst of burning chemicals a distance of 8 meters. Any being or droid caught in the burst takes 2d8 +2 damage and must make a Reflex save (DC 15). Success means the target takes half damage. A droid-adapted flamethrower can be mounted externally or loaded to spring from within a hidden compartment. Reloading the flamethrower is a full round action that does not require a Repair check.

Humanoid Digital Manipulator Arm

Cost: 400 credits
Requires empty tool mount
This literally handy addition to any droid allows it to use some melee and ranged weapons in combat, provided they've got the appropriate proficiency feat. Most droid manipulators are not designed to operate such items, and non-humanoid droids without hands take a –4 penalty to

LOOK SIR, DROIDS!

any attacks made with weapons tooled for organics. Not all weapons are practical in the hand of a droid; the GM may rule out the use of lightsabers, for example.

Repulsorlift Unit

Cost: Varies (4,000 credits for a Medium-sized droid)
Weight: n/a

Ever since organics began building mechanicals, they've also sought better and more efficient ways of moving them around. Unfortunately for most droids, this involves maintaining contact with the ground through wheels, tracks, or legs, none of which were particularly useful for moving over rough terrain or (perish the thought) open water.

No problem for the droid using repulsorlifts! This everyday miracle of galactic science lets a droid move over any terrain without hindrance to speed or range.

Repulsorlift costs vary depending on the size of the droid. An external unit for a Medium-size droid runs 4,000 credits. For larger or smaller droids, apply the appropriate modifier from the table below.

Droid Repulsorlift Cost

Size	Multiplier
Fine (Fly eye)	x1/8
Diminutive ("Blue Max")	x1/4
Tiny (MSE-6)	x1/2
Small (R2 unit)	x1
Medium (3PO unit)	x1
Large (R1 unit)	x1
Huge (Robo-Hack)	x2
Gargantuan (Binary Load Lifter)	x4

So, for instance, repulsorlifts for a Veril Line Systems I-C2 Construction Droid (a 30-meter Colossal droid) would cost 16,000 credits (4 x 4,000).

Security Protocols Package

Cost: 400 credits
Weight: 4 kg

This behavior modification attachment (available in external and internal models to suit the occasion) will turn even the most docile astromech into a mechanical crime-buster. After studying a particular being, this package grants a +1 equipment bonus to Bluff, Listen, Search, Sense Motive, and Spot checks when following or gathering information on its quarry.

Spring-loaded Internal Storage

Cost: 150 credits (per kg)
Weight: .5 kg

This specialized device allows a droid to launch an object held in an internal storage compartment up to 30 meters as an attack action. The droid makes a ranged attack roll against DC 5 to hit its target with the projectile, which can weigh no more than 4 kg. If an individual in the target square is attempting to catch the projectile, it must beat only a DC 5 Dex check as long as the droid hits its target square.

Some criminals have been known to use spring-loaded storage as an efficient means of delivering a nasty surprise (it's certainly less expensive than wiring a droid to explode, for example). Others have found even more creative uses for such equipment.

Verbobrain

Cost: 500 credits
Weight: 5 kg

The venerable SyntheTech AA-1 Verbobrain has been imitated perhaps more than any other droid component. This equipment is the equivalent of the AA-1; players are free to choose their own name for their brain, but it behaves as described here.

Droid Quirks Table

The skill bonuses below are computer bonuses (unless otherwise noted). They stack with equipment bonuses based on the droid's manufacturer, but not with other computer bonuses.

d20	Quirk
1	**Alien Design:** This droid was built to resemble an unusual alien species. It gains a +4 computer bonus to Intimidate checks, and suffers a –4 penalty to Diplomacy checks.
2	**Adventurous:** This droid has a knack for getting into trouble, gaining a +4 computer bonus to Escape Artist checks.
3	**Amenable:** This droid can't help but get along well with organics and droids alike. It gains a +4 computer bonus to Diplomacy checks and –4 to Intimidate.
4	**Courteous:** This droid can communicate politely with many species. It gets a +2 computer bonus to Diplomacy checks, and two free bonus languages.
5	**Faithful:** This droid is always at your side when you need help. It grants a +3 circumstance bonus when assisting another character with a skill check instead of the usual +2.
6	**Honest:** This droid tells the truth whether it's appropriate or not. If asked a direct question, must make a DC 15 Will save to reply with anything but the truth. The droid also gets a +4 computer bonus in any Knowledge skill.
7	**Reliable:** This droid gains the Trustworthy feat (see Chapter 5: Feats in the Core Rulebook).
8	**Pompous:** This droid is inflicted with a superiority complex toward all other intelligent beings. It receives a –2 penalty to Diplomacy checks on the Outer Rim and a +2 computer bonus to Diplomacy checks in the Core Worlds.
9	**Discontinued Line:** The model went out of production decades ago, but the droid grinds steadily on. Parts for this droid can be difficult to find, incurring a –2 penalty to all Repair checks made on the droid (including those made to reprogram skills). However, the droid gains a +2 circumstance bonus to Bluff checks (since others underestimate it) and a +2 computer bonus to Survival checks.
10	**Previous Job:** This droid once worked a steady job that it still retains for the most part. This droid gets a +4 computer bonus to Profession (choose one) skill checks.
11	**Deliberate:** This droid maintains focus on its current job no matter what's raging around it. This droid gains Skill Mastery in any one skill, allowing it to take 10 on a check for that skill even under stressful conditions. The droid suffers a –2 penalty to Listen, Search, and Spot checks.
12	**Talkative:** The classic chatterbox. This trait often arises in 3PO units after years without a memory wipe. The droid gains a +2 computer bonus to Bluff and Diplomacy, but suffers a –1 penalty to Reflex saves and a –2 penalty to Gather

A non-3rd-degree droid can have a Verbobrain installed, although such an attachment requires extensive rewiring and a DC 25 Repair check (protocol droids, if not already possessed of the equivalent to the Verbobrain, may have one installed with a DC 15 Repair check). The new brain replaces the previous one, and a Computer Use check (DC 20) is required to make the transfer successfully (taking 10 or 20 is not allowed on this check). If the check fails, the droid suffers 4 points of permanent Intelligence damage and loses 2 ranks in every skill.

The Verbobrain grants the droid the equivalent of a translator unit (DC 5), a +4 equipment bonus to Diplomacy and Knowledge (etiquette) skill checks. The droid also becomes a 3rd-degree droid by default; adjust ability scores appropriately.

Welding Laser

Cost: 300 credits
Weight: 1.5 kg
Requires Empty Tool Mount
The lightweight, inexpensive IA-LZ laser welding unit may have patched together more Rebel starships during the civil war than the Alliance's finest techs.

The unit grants a +4 equipment bonus to Repair checks made to fix a ship's hull (or +3 in any other Repair situation in which such a tool would be helpful). It can also be used as a melee weapon (the range on a laser welder is very short) that deals 1d8+1 points of damage.

Personality and Quirks

The first quirk present in any player character droid is obvious: it has taken on heroic levels (or is on the road to do so). Therefore, it is free to take on any level it can conceivably acquire (except for levels in Force-using classes). An ASP Droid noble? It could happen, with the appropriate story justification.

Beyond this initial oddity, each droid hero begins existence with its skills modified by a quirk chosen from the Quirks table. GMs wishing to create random droid characters for heroes to encounter can roll a d20 to assign quirks to a GM character droid, or mix and match quirks to create new droids.

WHY QUIRKS? WHY NOW?

These quirks are a result of the fact that most droids that have gone rogue were often overdue for a memory wipe. It's assumed that independent droids have

spent enough time without reprogramming or memory wipes that they have developed true personalities and the defects that go with such "neglect."

Droid quirks can be a helpful guides for roleplaying your droid (it's no accident that they're all adjectives). A paranoid droid behaves in a completely different manner than a pompous droid. It's not too hard to work a little courtesy (for example) into the behavior a cold-blooded assassin droid. Perhaps the deadly AX-45 has a habit of arranging its victim's furniture after a job, or maybe AX-45 simply addresses all beings with an honorific "sir" or "madam" before pulling the trigger.

Information checks, since it tends to be preoccupied with the sound of its own voice.

13 **Aggressive:** Fights seem to find this droid fairly often … or maybe it's the other way around. The unit receives a +1 computer bonus to all attacks and a −1 penalty to Defense.

14 **Paranoid:** The whole galaxy is out to get this droid—or so it thinks. This unit is always alert for its many enemies. This results in a +2 computer bonus to Listen and Spot checks and a +1 computer bonus to Reflex saves and Initiative. The droid suffers a −2 penalty to Diplomacy, Gather Information, and Intimidate checks, however (organics find few things more annoying than a paranoid droid)

15 **Inquisitive:** Curiosity often gets the better of this droid. It receives a +2 computer bonus to Gather Information and Knowledge (choose one) skill checks, but it suffers a −2 penalty to Diplomacy, since inquisitive droids often ask inappropriate questions.

16 **Obsessive:** This droid focuses on one skill to the exclusion of a few others. Choose one skill the droid already to receive a +3 computer bonus. Choose three other skills the droid has ranks in or can use untrained to suffer a −1 penalty each.

17 **Argumentative:** A droid that would always get the last word in, if it could ever allow an argument to come to an end. The droid suffers a −2 to Diplomacy and Sense Motive skill checks but gets a +2 computer bonus to Bluff and Intimidate checks.

18 **Slow:** This droid's servos have developed a timing glitch that continually eludes the best mechanics' efforts to repair. The droid's base speed suffers a −2 penalty, but it gains a +4 computer bonus to Search checks.

19 **Quick:** The droid's locomotion system has been cranked up—either by a previous owner who wanted more juice or a faulty motivator. The droid suffers a −1 penalty to its base attack but gains a +1 dodge bonus to Defense.

20 **Hidden Persona:** Modifications have been made to this droid that hide a secret, separate personality that exists apart from the "main" personality (which is not aware of the hidden persona's existence). Upon a verbal or visual cue—often a repeated phrase or unusual gesture—the droid switches into or out of this dormant personality (when this quirk is assigned, the cue should be determined by the GM, or the player in the case of a droid hero). The dormant personality consists of one level in a non-prestige, non-Force-using heroic class of your choice (although all the droid's ability scores remain the same). The player should keep the personality on a separate character sheet. While the hidden persona is "in control," the droid hero does not gain experience points.

Feel free to invent other quirks as you see fit; if you're a player, be sure to discuss such quirks with your GM before implementing them.

MAD GASS'KIN'S USED DROIDNET

"Like New—Only Better!"

Greetings, fellow beings. In the market for a used droid? Put your trust in Gass'kin's hands. My name is Mad Gass'kin. I am not mad, understand. That is my name. Mad. It happens to be a word in the Basic. These things happen. I am not truly mad, but you will believe my prices to be caused by dementia.

Like the noble SpyNet, Gass'kin's Used DroidNet keeps an eye on every world in civilized space. We keep an eye not out for power struggles, conflicts, or secret information—the DroidNet is interested in finding the bargains! We find the best buys on the droids—at great personal risk to brave Bothan individuals—so that you do not have to. Then we sell them to you at a reduced price; larger than the price we pay, but a smaller price than you would find if new. Understand?

We've got dozens of models available, modified to fit your order and available in one standard week (or one week-and-a-half on the Outer Rim). Our immediately available stock is shown here. Please keep in mind that available stock is often difficult to determine—be sure to check DroidNet as frequently as possible.

DroidNet agents will contact you when your order is confirmed. (If you do not hear from my agents within one week of placing an order, we cannot fill your order at this time, or the agent has been killed.) Once you receive word your order is confirmed, those delivery times are guaranteed, understand? You have no need to travel to an out-of-the-way droid dealership, and my exact whereabouts remain unknown. We are both of us happy.

I want to make sure you understand, friend. Delivery is guaranteed, and so is your satisfaction. I may not have mentioned that before. It is true. When we say, "Just Like New—Only Better!" we mean it. Gass'kin's engineers will make sure your pre-owned mechanical is in top quality and outfitted with exactly the equipment you need, or my name is not Mad Gass'kin. And it is, although I am not actually mad, as I mentioned. If you do not understand, begin reading from the top again. If you understand, proceed to browse through the DroidNet!

With Utter Sanity,
Mad Gass'kin, Proprietor
Mad Gass'kin's
Used DroidNet

GM Notes

Mad Gass'kin's Used DroidNet Droid models don't change quickly over the course of all three eras of play in the *Star Wars Roleplaying Game*, although there are a few exceptions. Trade Federation Battle Droids, for example, are not terribly common from the Rebellion era forward. Industrial Automaton's R7-unit, made to fit the experimental Rebel E-wing starfighters, by the same token, are not available during the time of the Old Republic.

Although most would work as heroes, some droids are obviously going to be more entertaining to play than others (an FX-7 medical droid will probably have trouble charging into adventure without the ability to move).

Players can simply wish to purchase the droids here; indeed, this would be the norm rather than the exception in the *Star Wars* universe. The droids listed in Mad Gass'kin's DroidNet are available during any era, with a few exceptions as noted. GMs can also simply use this catalog to populate their own used droid dealers. Gass'kin's used price is listed first, followed by the original price (for a new unit) if possible. Shipping costs are not included in the total and amount to 100 credits for small droids or 200 for Medium-size droids.

1ST DEGREE DROIDS

MD Medical Specialist

On the Outer Rim, few sights are more welcome to sick, injured, or wounded organics than an MD Medical Specialist. Industrial Automaton has not built the droid for decades, but it has proved so affordable—and reliable—that it's still seen frequently on outlying worlds and among Rebels, pirates, smugglers, and Rim settlements.

The MD's resemblance to the 2-1B series is no accident; the droids share a maker in IA. MD units have more versatile hands than the 2-1B, though many different models have one hand replaced by a specialized tool or manipulator. MDs do not share the 2-1B's versatility and independence, however, and are usually required to maintain a connection to a medical database when performing tasks. Owners who need

Reading Droid Stats

Unlike other characters, the bonus listed after each of a droid's skills only takes ranks into account. Because of the reprogrammable nature of droids, this method allows players and GMs to easily determine a droid's total skill points.

When creating droid heroes and GM characters, be sure to add the droid's ability modifier appropriate for each skill to the skill's total.

more mobility out of the unit have usually modified MDs with additional brainpower. Such a droid could feasibly become independent.

MD Medical Specialist: Walking medical droid, Expert 1; Init +1 (Dex); Def 11 (+1 Dex); Spd 6m; VP/WP —/10; Atk =2 melee (sd6-2, punch), +1 ranged; SV Fort +0, Ref +1, Will +3; SZ M; Rep 0. Str 6, Dex 12, Con 10, Int 10, Wis 12, Cha 10.

Equipment: Medical diagnostic computer (+4 equipment bonus to Treat Injury checks), improved sensor package, diagnostics package, vocabulator.

Skills: Knowledge (biology) +4, Knowledge (chemistry) +4, Profession (doctor) +4, Speak Binary, Treat Injury +4.

Unspent Skill Points: 8

Feats: Skill Focus (Treat Injury)

Cost: 800 credits (used)

Skill points derived as follows: 6 x 4 (1st-level Expert) = 24

16 spent

MD Medical Specialist

2ND-DEGREE DROIDS

R3 Series

R3s were produced soon after Industrial Automaton realized it had a huge hit in the R2. The R3 hewed closely to the appearance of its predecessor, although its dome was made of transparisteel. Where the R2 series had been made to help a pilot operate a starfighter, the R3 series specialized in assisting the crews of capital ships. To help the sometimes stubborn personality of all of the R-series interact more amiably with a large human ship crew, IA hardwired it with certain "people skills." This has lead some to say that the units sometimes behave like squat, rolling protocol droids that can still fit snugly into an astromech socket.

Rogue R3s often find themselves working with organics for lack of anything more interesting to do. Their preference for groups of organics coupled with a hardwired curiosity, lead independent units to seek out adventurous alien and human comrades.

R3 Series: Tracked astromech droid, Expert 3/Diplomat 1; Init +2 (Dex); Def 14 (+1 class, +1 size, +2 Dex); Spd 8m; VP/WP —/12; Atk +4 melee (sd3 +3, claw), +5 ranged; SV Fort +2, Ref +4, Will +6; SZ S; Rep 0. Str 14, Dex 16, Con 12, Int 18, Wis 12, Cha 10.

Equipment: Heuristic processor, improved sensor package, diagnostics package, holorecording unit, infrared vision, tool mounts (x4), telescopic appendage, environmental compensation (vacuum), magnetic feet, internal storage (2 kg), fire extinguisher.

Skills: Astrogate +3, Computer Use +3, Craft (mechanic) +3, Diplomacy +4, Disable Device +3, Knowledge (astronomy) +3, Knowledge (etiquette) +3, Pilot +4, Repair +3, Speak Basic.

Unspent Skill Points: 18

Feats: Starship Operation (capital), Skill Emphasis (Diplomacy).

Cost: 4,500 credits

Skill points derived as follows: 10 x 6 (3rd-level Expert) = 40 + 8 (1st-level Diplomat) = 48.

30 spent

R4 Series

With the R2 series specializing in starfighters and the R3 series selling well to both Imperial and private interests, the board of Industrial Automaton decided it was time to seek out a new customer demographic. After all, not every galactic citizen flew a starfighter or served on the Emperor's mighty star destroyers. But many citizens outside the Deep Core Worlds owned at least one landspeeder or skyhopper. And so the R4 "Vehicle Droid" was born.

The chassis is based on the standard astromech barrel shape. Unlike the R2's round dome, however, the R4 has an upside-down flowerpot for a head. Many peripherals of the other R series were replaced by tools and programming the revolved around vehicle repair and operation. The R4 was also quite a bit sturdier than any astromech previously designed by IA. And even though this droid is more at home inside a speeder than a starfighter, it does have limited hyperspace astrogation ability.

R4 Series: Tracked astromech droid, Expert 3; Init +2 (Dex); Def 14 (+1 class, +1 size, +2 Dex); Spd 8m; VP/WP —/17; Atk +4 melee (1d3 + 2, claw), or (special, flame-thrower), or (1d8 +3, welding laser), +4 ranged; SV Fort +3, Ref +3, Will +3; SZ S; Rep 0. Str 14, Dex 14, Con 14, Int 18, Wis 10, Cha 10.

Equipment: Heuristic processor, improved sensor package, diagnostics package, flame-thrower, tool mounts (x6), telescopic appendage, internal storage (3 kg), rust inhibitor, welding laser.

Skills: Astrogate +1, Computer Use +3, Craft (mechanic) +5, Disable Device +3, Knowledge (repulsorlifts) +3, Knowledge (speeders) +3, Pilot +2, Repair +5, Speak Basic.

Unspent Skill Points: 15

Feats: Toughness, Skill Emphasis (Repair).

Cost: 2,400 credits

Skill points derived as follows: 10 x 6 (3rd-level Expert) = 40

25 spent

LOOK SIR, DROIDS!

3RD-DEGREE DROIDS

LOM Protocol Droid

Industrial Automaton's controversial protocol droid series is a lesson in corporate espionage. In an attempt to stave off Cybot Galactica's domination of the protocol droid market with the 3Po model, IA chose to dip their hydrospanners into a niche market by designing a protocol droid for the galaxy's insectoid species. In the process, they planned to surreptitiously develop a humanoid model of droid meant to compete directly with the 3Po. While its head is certainly insectoid, its body from the neck down is nearly identical to the 3Po (and is indeed manufactured by the same subcontractor). The chassis was built with lighter-weight materials than CG's 3Po units, however, allowing the LOM more agility.

A moderate success in the protocol market, LOMs became infamous after one unit stationed on a cruise liner went rogue, becoming the notorious bounty hunter 4-LOM, partner of Gand bounty hunter Zuckuss.

LOM Series: Walking protocol droid, Diplomat 2; Init +2 (Dex); Def 15 (+4 armor, +1 Dex); Spd 8m; VP/WP —/11; Atk +1 melee (1d6, punch), +2 ranged; SV Fort +0, Ref +1,

M-3PO Military Protocol Droid

Will +3; SZ M; Rep 1. Str 10, Dex 12, Con 11, Int 15, Wis 10, Cha 12.

Equipment: Droid armor (Blast Vest equivalent, armor check —1), translator unit (DC 5), recording unit (audio), recording unit (holo), vocabulator.

Skills: Computer Use +4, Knowledge (etiquette) +4, Knowledge (insectoid cultures) +2, Speak Basic.

Unspent Skill Points: 20

Feat: Infamy.

Cost: 3,000 credits

Skill points derived as follows: 6 x 5 (2nd-level Diplomat) = 30

10 spent

M-3Po Military Protocol Droid

Many variants on Cybot Galactica's unstoppable 3Po protocol droids were designed over the centuries, though few were ever built. The original still sold so well—why fix what wasn't broken? But an ambitious junior executive at the firm thought there was an untapped market for organizational and communications skills of a 3Po unit's AA-1 Verbobrain—the military.

The result—the so-called M-3Po military protocol droid—proved decidedly unpopular with the troops. Though it was supposed to help coordinate the flow of supplies, men, and materiel (and did the job ably) in addition to helping negotiate conflicts, the M-3Po had all the annoying, chattering traits of a normal 3Po unit along with an abrasive streak light years wide. Adding to the M-3Po's lack of appeal was a completely redesigned head that looked for all the world like a large clam with deep black eyes under its shell. The head redesign contains additional armor for the M-3Po's brain.

Annoyed soldiers have abandoned many M-3Pos on the Outer Rim. Such rogue units often choose to become soldiers themselves.

M-3Po Series: Walking military protocol droid, Diplomat 1/Thug 1; Init +2 (Dex); Def 16 (+4 armor, +2 Dex); Spd 8m; VP/WP —/15; Atk +1 melee (1d6, punch), +3 ranged; SV Fort +3, Ref +2, Will +2; SZ M; Rep 0. Str 10, Dex 14, Con 12, Int 16, Wis 10, Cha 9.

Equipment: Droid armor (Blast Vest equivalent, armor check —1), translator unit (DC 5), recording unit (audio), recording unit (holo), vocabulator.

Skills: Computer Use +4, Demolitions +4, Diplomacy +4, Knowledge (tactics) +2, Speak Basic.

Unspent Skill Points: 19

Feat: Toughness.

Cost: 3,700 credits

Skill points derived as follows: 7 x 4 (1st-level Diplomat) = 28 + 5 (1st level Thug) = 33.

14 spent

4TH-DEGREE DROIDS

EV Supervisor Droid

The classification of the EV series as 4th degree droids is controversial—after all, the droids were meant to be simple supervisors in manufacturing centers. Instead, a tragic computer error somewhere within the systems of MerenData programmed nearly the entire initial production run of the EV line with the personality engrams meant for their secret torture droid project. Needless to say, the EV series no longer had any compunction about harming organics.

Since MerenData discontinued and recalled the line as soon as it became aware of the numerous instances of random torture and maiming, very few EV droids still roam free in the galaxy. Those that do generally pursue lives of crime. Most EV droids consider torture to be a hobby.

EV Series: Walking interrogation droid, Expert 1/Thug 1; Init +0; Def 14 (+4 armor); Spd 8m; VP/WP —/12; Atk +2 melee (1d6 + 1, punch), +1 ranged; SV Fort +3, Ref +0, Will +1; SZ M; Rep 0. Str 12, Dex 10, Con 12, Int 18, Wis 8, Cha 12.

Equipment: Droid armor (Blast Vest equivalent, armor check —1), Translator unit (DC 10), Infrared Vision, Motion Sensors, Sonic Sensors, vocabulator.

Skills: Diplomacy +4, Intimidate +4, Knowledge (torture) +4, Profession (supervisor) +4, Speak Basic, Treat Injury +4.

Unspent Skill Points: 26
Feat: Skill Emphasis (Intimidate).
Cost: 10,000 credits (used)
Skill points derived as follows: 10 x 4 (1st-level Expert) = 40 + 6 (1st level Thug) = 46. 20 spent.

501-Z (aka Unit Zed)

501-Z Police Droid

The 501-Z, commonly known as "Unit Zed" to organics, is truly a unique type of mechanical security droid. Unlike many such models, Unit Zeds boast advanced, highly independent brains that allow them to operate in law enforcement capacities throughout the Outer Rim. The 501-Z even has criminal profiling subroutines that allow Zeds to predict criminal behavior.

SoroSuub didn't have great success with the 501-Z. Despite its advanced intelligence and independence—easily the match of any astromech or protocol droid—Zed was met with anti-droid prejudice from organics that simply refused to recognize the authority of a mechanical cop, even one that stood 1.9 meters tall. This flippant attitude from criminals was not helped by the fact that the Zed was programmed only to attack organics using non-lethal methods.

Rogue 501-Zs still in operation have overcome their restrictive programming and may behave normally. Many still find work as law enforcers on Rim worlds. A few even

work as protocol units thanks to their built-in translator abilities.

501-Z Series: Walking security droid, Expert 1/Thug 1; Init +2 (Dex); Def 16 (+4 armor, +2 Dex); Spd 8m; VP/WP –/12; Atk +3 melee (1d6 + 1, punch) or (special, stun baton), +3 ranged; SV Fort +3, Ref +2, Will +3; SZ M; Rep 1. Str 14, Dex 14, Con 12, Int 14, Wis 12, Cha 10.

Equipment: Droid armor (Blast Vest equivalent, armor check –1), Heuristic processor, Infrared Vision, Motion Sensors, Sonic Sensors, translator unit (DC 10), vocabulator.

Skills: Forgery +2, Intimidate +4, Knowledge (law) +4, Profession (law officer) +4, Speak Basic.

Unspent Skill Points: 22

Feats: Skill Emphasis (Profession: law officer).

Cost: 10,000 credits (used)

Skill points derived as follows: 8 x 4 (1st-level Expert) = 32 + 4 (1st level Thug) = 36. 14 spent.

5TH-DEGREE DROIDS

J9 Worker Drone

Other than the undeniably popular—and slow-witted—ASP labor droid, the J9 worker drone might be among the most common labor model on the market. Its Verpine designers at the Roche corporation didn't design it with this purpose in mind, however. Roche had intended to offer a less expensive alternative to Cybot Galactica's ubiquitous 3PO. In fact, other companies now use the J9 as a lesson in how not to market a droid.

The name "Worker Drone" was the first mistake. Despite an advanced Verpine cognitive unit easily the equal of the AA-1 Verbobrain, the non-Verpines heard the name "Worker Drone" and assumed the J9 was meant to be put to work in mind-numbingly tedious jobs.

The other major marketing problem with the J9 also had to do with cultural differences between humanoid and insectoid species. It never occurred to the Verpine designers that the J9's bug-eyed, narrow shape would remind many humanoids of creepy crawlies.

The J9 unit still sold well—they quickly gained a reputation as uncannily efficient laborers—and now the J9 can be found virtually anywhere in the galaxy. Many J9s

have gone rogue, mostly to escape the crushing monotony of the labor in which they usually find themselves engaged. **⑤**

J9 Worker Drone: Walking labor droid, Diplomat 1; Init +1 (Dex); Def 15 (+4 armor, +1 Dex); Spd 8m; VP/WP –/12; Atk +0 melee (1d6, punch), +1 ranged; SV Fort +1, Ref +1, Will +2; SZ M; Rep 0. Str 10, Dex 12, Con 12, Int 16, Wis 10, Cha 9.

Equipment: Droid armor (Blast Vest equivalent, armor check –1), translator unit (DC 5), recording unit (audio), vocabulator.

Skills: Computer Use +4, Diplomacy +4, Knowledge (alien species) +2, Knowledge (etiquette) +2, Speak Basic.

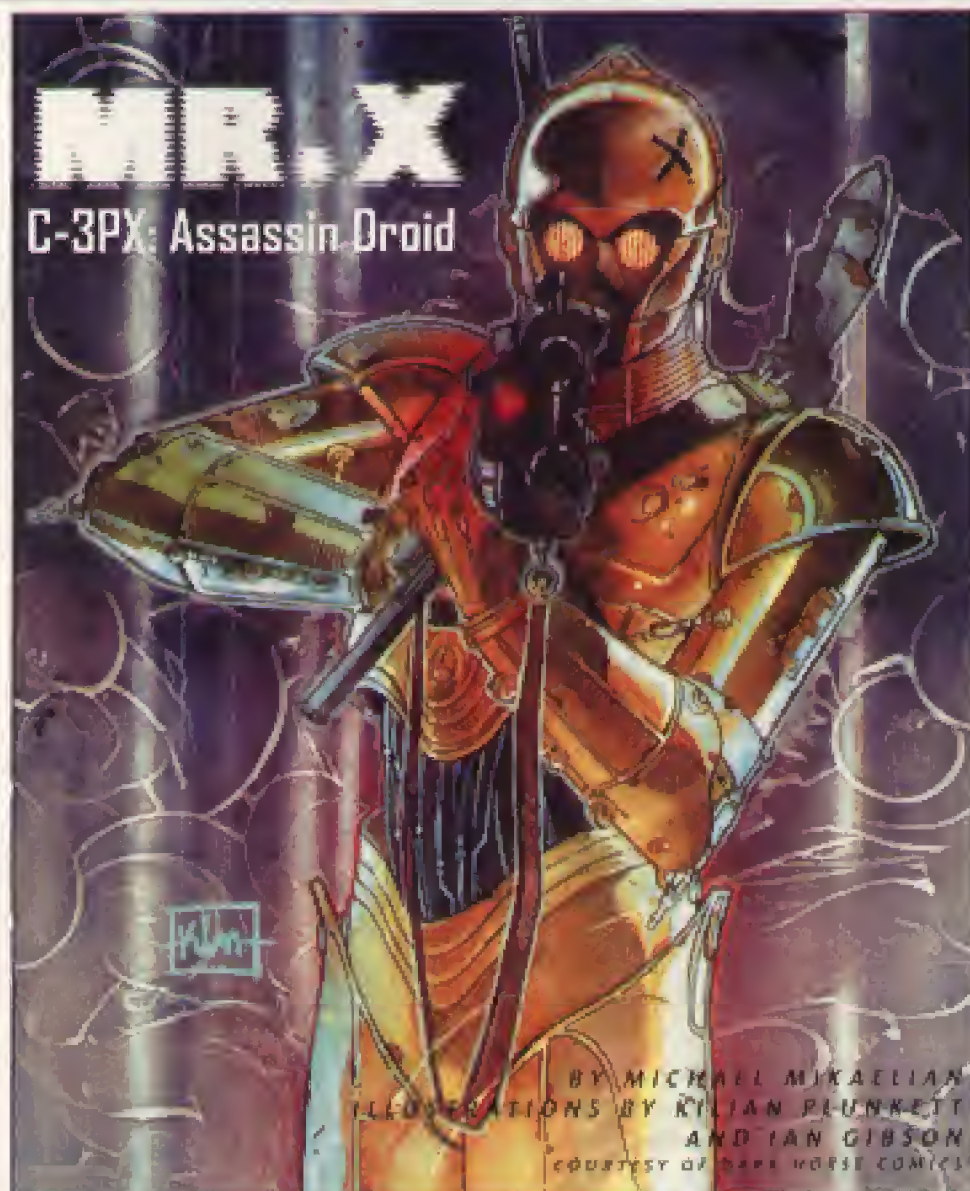**Unspent Skill Points:** 16

Feats: Skill Emphasis (Diplomacy).

Cost: 1,200 credits

Skill points derived as follows: 7 x 4 (1st-level Diplomat) = 28. 12 spent.

J9 Worker Drone

MR. X

C-3PX: Assassin Droid

BY MICHAEL MIKAELIAN
ILLUSTRATIONS BY KILIAN PLUNKETT
AND IAN GIBSON
COURTESY OF DARK HORSE COMICS

C-3PX BEGAN ITS EXISTENCE AS A NORMAL PROTO-
COL DROID, AND REMAINED THAT WAY FOR SOME
TIME. IT WASN'T UNTIL IT THE DROID CAME INTO THE
POSSESSION OF DARTH MAUL THAT IT BEGAN ITS OWN
JOURNEY DOWN A DARK PATH OF SORTS.

Maul modified C-3PX to be a security droid
for his Sith infiltrator; modifications included
improved sensors, increased strength, and 83
different weapons.

Darth Maul's last mission with C-3PX
was to deliver droid starfighters to the
Trade Federation. To do so, Maul allowed
himself and C-3PX to be captured by Bar-
tokk assassins, who had stolen the fighters

in a ploy to implicate the Trade Federation
in an assassination attempt. Maul defeated
the Bartokks and demolished their fortress,
but was unable to retrieve C-3PX before
doing so. Finding no signs of the droid—
destroyed or otherwise—Maul continued
his mission alone.

Olag Greck, a small-time crook, bought
the partially dismantled C-3PX years later.
Many of the weapons installed by the
droid's creator had been lost or broken.
Olag soon discovered that it was no ordi-
nary droid. He decided to take advantage
of Maul's modifications, reprogramming
C-3PX to be the ultimate assassin droid.
The droid could have been one of Olag's
most successful criminal ventures if he
hadn't been too cheap or lazy to perform
proper periodic memory wipes. Thanks to
its heuristic processor, C-3PX began to
despise Olag for putting it at risk and reap-
ing all the rewards.

When Olag had to abandon Hosk Station,
the deactivated C-3PX was left behind. Scav-
engers quickly found the seemingly harm-
less droid and reactivated it. Once C-3PX
learned of Olag's misfortunes, it realized it
was finally free. It overpowered its new
master, quietly slipped out of the Kalarba
system, and head for the Outer Rim. For
months, C-3PX did what it knew best—
worked as a hired assassin.

In a short time C-3PX was wildly suc-
cessful. Every job went off without a hitch.
Disguised as an average protocol droid, it
was able to slip unnoticed into a target's
home or workplace. Its true personality
was anything but polite, and C-3PX hated
behaving like a proper protocol droid. Still,
it managed to fool everyone despite its
bad attitude. Even C-3PX's employers had
no idea that they were dealing directly
with the assassin.

Meanwhile, Olag Greck was up to his old
tricks. After a series of unsuccessful scams,
Olag ended up back on Hosk Station. Going
by the name Mollo, Olag used Trillka's
Repair Shop as a cover for his latest scam:
droid death matches. Though popular, the
thrill of watching average droids blast,
crush, and dismantle each other couldn't
compare to the excitement of properly pro-
grammed droid combatants.

Olag set a plan in motion to lure C-3PX to
his arena. By alerting the authorities to C-
3PX's status as a rogue assassin droid, the
droid lost its anonymity. Wanted posters
featuring C-3PX's image left it with one
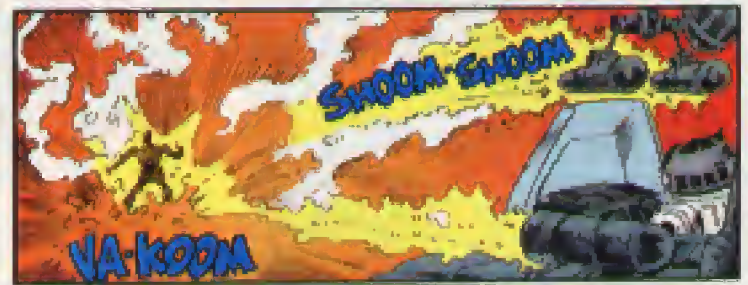
alternative—find Olag Greck. Upon returning to Hosk Station, C-3PX was quickly mistaken for C-3PO by Nak Pitareeze, a former master of R2-D2 and C-3PO. Thanks to shoddy repairs performed earlier the same day by none other than Trilika, C-3PO also had a black "X" on his faceplate, confusing things even more. Olag disabled and kidnapped C-3PO thinking it was C-3PX. Nak found the real C-3PX and led it to Trilika's just in time to save C-3PO from a crushing defeat—literally—in the droid arena.

In saving C-3PO, C-3PX sacrificed its own chassis. It chose to be destroyed instead of hunted down and dismantled. No one knows for sure whether C-3PX created any backups of its memory banks before returning to Kalarba. It's possible that C-3PX's "sacrifice" was just a ploy to convince Olag and the rest of the galaxy that it was deactivated for good. 5

C-3PX: Walking Assassin Droid, Scn 6/Sol 2; Init +3 (Dex); Defense 20 (+3 Dex, +7 class), Spd 8m; VP/WP 50/15; Atk +9/+4 melee (1d6+3, punch) or +9/+4 melee (2d4+3, vibrodagger), +9/+4 ranged (3d8, heavy blaster pistol) or +9/+4 ranged (3d6, blaster pistol) or +7/+7/+2 ranged (3d6, blaster pistol); SQ illicit barter, better lucky than good, sneak attack +2d6; SV Fort +7, Ref +8, Will +3; SZ M; Rep 2; Str 16, Dex 16, Con 15, Int 14, Wis 12, Cha 9.

Equipment: Two concealed blaster pistols, concealed heavy blaster pistol, concealed vibrodagger, locked access, heuristic processor, low-light vision, vocabulator, improved sensor package, 360° vision, translation unit (DC 10), internal storage (3kg)

Skills: Bluff +10, Computer Use +12, Demolitions +6, Disable Device +8, Disguise +11, Gather Information +5, Intimidate +10, Listen +9, Move Silently +9, Read/Write Basic, Repair +12, Search +10, Speak Basic, Spot +13, Survival +5.

Unspent Skill Points: 0

Feats: Point-Blank Shot, Quick Draw, Skill Emphasis (Disguise), Track, Two-Weapon Fighting, Weapon Group Proficiency (blaster pistols), Weapon Group Proficiency (simple weapons), Weapon Group Proficiency (vibro weapons)
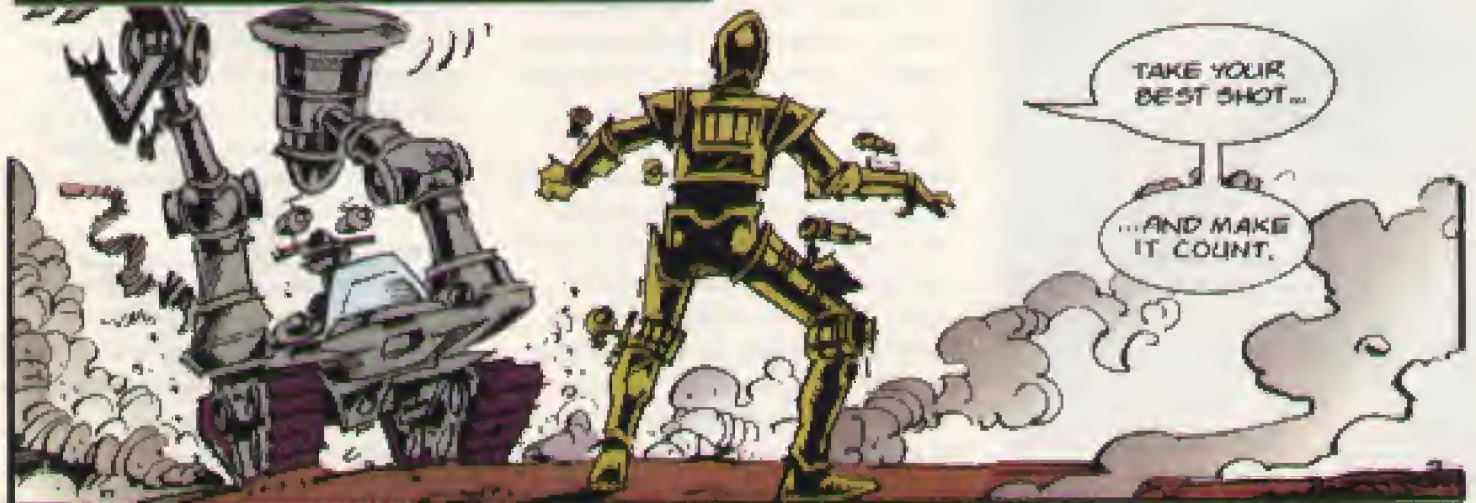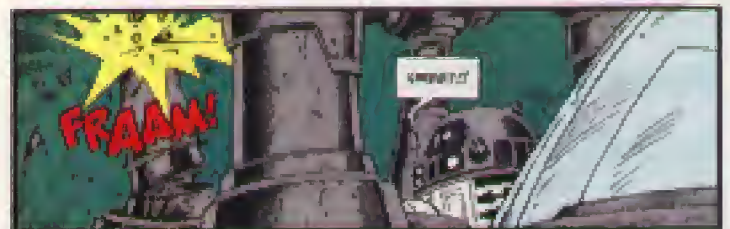
The Smugglers Alliance

TALON KARRDE AND FRIEND[S]

BY JD WIKE[R]

ILLUSTRATED BY VINOD RA[M]

In the aftermath of the death of Jabba the Hutt, many smugglers, mercenaries, and space pirates were left in the lurch. Many had been under contract to Jabba, or had even been indentured due to some past favor from the Hutt crime lord. Suddenly free to do as they pleased, they weren't sure what to do—or where their next meal was coming from.

Into this confusion stepped a charismatic new figure, the enigmatic Talon Karrde. With a reputation of quiet competence, Karrde began attracting many of these disenfranchised operatives to his own organization, and after working for the oppressive (and some said maniacal) Hutt, taking up with Talon Karrde was like a breath of fresh air after a long trip in a life pod.

Working with Karrde at that point had an added benefit: with the Empire in disarray and the New Republic still growing, traditional trade routes were unreliable and often dangerous. But a smuggler—or a coalition of smugglers—could easily move arms, machine parts, medical supplies, or even something as vital as food, wherever there was a market for it. For Karrde's organization, the profits just came rolling in.

Karrde's biggest client at this time was Grand Admiral Thrawn, an equally enigmatic Chiss military genius who many saw as the Empire's best hope for reformation. Thrawn purchased a variety of goods from Karrde, but seemed most interested in the Force-dampening ysalamiri of the planet Myrkr, where Karrde had his main base. When Karrde learned that Thrawn was after the long-lost Katana fleet (Old Republic dreadnaughts that Karrde had himself discovered some fifteen years before) he elected to sell their location to the New Republic instead. This, combined with hiding Luke Skywalker and Han Solo from Thrawn, moved the Grand Admiral to put a 20,000 credit bounty on the smuggler chief's head.

It was only a matter of time, then, befor[e] Karrde put his contacts to work, calling together the various smugglers and space [pirates] he could find to discuss siding with the N[ew] Republic, for at least the duration of the Thrawn crisis. These individuals—Dravis, Ellor, Par'tah, and Brasck, all led by the leg[-] endary smuggler Billey, and Gillespee, Mazzic, and Clyngunn, as well as the infa[-] mous ship-thief Niles Ferrier—came together to discuss Talon Karrde's "smug[-] glers' coalition" for the first time on the world of Trogan, at the abandoned Whistler's Whirlpool outdoor tapcafé. Wh[en] the sudden appearance of the local Imper[ial] garrison broke up the meeting, the Smugglers' Alliance still formed, and exerted its considerable influence against Grand Admiral Thrawn.

KARRDE'S ORGANIZATION

Over the years Talon Karrde's organization has grown to include well over 800 opera[-] tives and almost two dozen ships, includin[g] his attack ships Wild Karrde, Etherway, and Starry Ice, and his personal yacht, Uwana Buyer, among others. Until recently, his ch[ief] lieutenant was a Human named Quelev Tapper, but after Tapper was killed during [a] mission on Tropis-on-Varonat, that job gra[d-] ually fell to Celina Marniss, the beautiful mystery woman who helped Karrde escap[e] the same fate. Karrde's next most trusted advisor is the extremely competent Aves, who has been with Karrde since the smug[-] gler's earliest days. Aves acts as a sort of coordinator for Karrde's various operatives.

TALON KARRDE, SMUGGLER

Many smugglers and crime lords sought t[o] fill the hole that Jabba's death left, but Talon Karrde came out on top. A rare comb[i-] nation of business acumen and scrupulou[s] honesty, Karrde had actually been a major player in the smuggling business for years prior to Jabba's demise. But Karrde has

always believed that the smuggler who draws attention to himself is engineering his own forced retirement. He subscribes to the theory that if you're really good at what you do, you don't need to show off.

A distinguished, dark-haired man of middle years, Karrde sports a flamboyant mustache and a goatee, and affects a nobleman's dress and style. His world of origin is unknown—at least, to everyone but Karrde himself. Karrde considers this sort of information misleading; he doesn't want to be thought of in political terms, as it may interfere with his business dealings. Certainly, the fact that he trades with both Imperial and New Republic clients indicates that politics are at best a secondary consideration. The most important thing is supply and demand.

Karrde will deal in almost anything—especially information, the only cargo with no storage overhead—but he draws the line at slavery and kidnapping. Karrde believes that there is plenty of money to be made in the galaxy without hurting innocent people, and he insists that those who work with him stick by this rule. Though this occasionally puts him at loggerheads with other smugglers, his direct employees understand and honor Karrde's policies. He demands a certain level of moral and ethical character from his workers, and those who can't meet this standard don't work with him for very long. Despite his sense of humor, Karrde can be cold and calculating, and though he won't stoop to hiring bounty hunters, he can still bring enough financial pressure to bear to drive enemies out of business.

Despite his strict rules, Karrde's people are loyal to him. He treats them well and respects their integrity and skills. Karrde shares his profits, and hands out rewards when they're earned. Even if Karrde weren't such an agreeable employer, his talent for moving nearly any cargo through nearly any system would still make him an attractive prospect for anyone seeking to learn the smuggling trade.

Over the years, Karrde's amiable manner has drawn a variety of dedicated, hardworking operatives into his employ, not the least of whom is a mysterious red-haired woman

named Celina Marniss. Marniss was a hyperdrive mechanic operating on Tropis-on-Varonat, but Karrde quickly realized that she was hiding some great secret. Eventually, he learned that her real name was Mara Jade, and that she had been an Imperial operative reporting directly to the Emperor. Though he was understandably cautious about associating with someone who had worked for the Emperor, he also could see that Mara was trying to start a new life in the wake of the Emperor's death. But when Karrde came upon Luke Skywalker's crippled X-wing, and Mara swore that she would kill the Jedi Knight, Talon Karrde realized that fate had taken away his choice in the matter.

(Mara Jade, former Emperor's Hand, will appear in an upcoming sourcebook, The Dark Side.)

TALON KARRDE: Male Human, Scoundrel 8/Noble 2/Crimelord 5; Init +2 (Dex); Def 25 (+13 class, +2 Dex); Spd 10m; VP/WP 90/14; Atk +10/+5 melee (1d3+1, punch), +11/+6 ranged (3d6, blaster pistol); SQ Illicit barter, better lucky than good, sneak attack (+2d6), call in a favor (x1), inspire confidence (+1), contacts (x2), resource access, inspire fear (−2), minions; SV Fort +5, Ref +13, Will +11; SZ M; FP 5; DSP 1; Rep 15; Str 13, Dex 14, Con 14, Int 15, Wis 13, Cha 17. Challenge Code G.
Equipment: Blaster pistol, datapad, numerous trade goods, temporary storage/housing modules, attack ships (*Wild Karrde, Etherway, Starry Ice*), space yacht (*Uwana Buyer*).
Skills: Appraise +17, Astrogate +6, Bluff +23, Computer Use +8, Diplomacy +30, Gather Information +23, Intimidate +9, Knowledge (alien species) +8, Knowledge (cultures) +10, Knowledge (law) +10, Knowledge (streetwise) +15, Knowledge (systems) +6, Listen +6, Pilot +8, Profession (bureaucrat) +9, Profession (merchant) +19, Read/Write Basic, Repair +6, Search +8, Sense Motive +13, Speak Basic, Speak Bith, Speak Duro, Speak Rodese, Spot +6.
Feats: Fame, Infamous, Iron Will, Persuasive, Skill Emphasis (Diplomacy, Gather Information), Starship Operation (capital ships, space transports), Trustworthy,

Weapon Group Proficiency (blaster pistols, simple weapons).

STURM AND DRANG, KARRDE'S PET VORNSKRS

Domesticated from wild predators found on the planet Myrkr, Sturm and Drang are Talon Karrde's pets. Like all vornskrs, Sturm and Drang can sense living beings through the Force, and they are especially good at hunting ysalamiri (another creature native to Myrkr), despite the ysalamiris' ability to dampen the use of the Force. (The ysalamiris' ability does not affect vornskrs.) Their sensitivity to the Force also makes them particularly capable Jedi hunters—the beasts seem particularly keen to do so if given the chance. When tracking, vornskrs use their See Force skill, rather than Survival; they are actually fairly useless at hunting the traditional way.

When attacking, vornskrs claw with their forepaws and bite with their powerful jaws. Vornskrs also attack with their poisonous tails, causing rashes or paralysis. Any opponent struck by a vornskr's tail must make a Fortitude save (DC 16) or be dealt 1d4 points of damage. Six rounds later, the target must make a second save at the same DC or be paralyzed for 2d6 minutes. The poison causes swelling and redness in the flesh of most creatures, which lasts for 1d6 days.

VORNSKRS (2): Jungle predator 8; Init +3 (Dex); Def 18 (+5 natural, +3 Dex); Spd 15m; VP/WP 57/17; Atk +11 melee (1d6+3, 2 claws), +6 melee (1d8+3, bite) or +6 melee (1d4+3, tail), +11 ranged; SQ Venomous tail, Force use; SV Fort +9, Ref +9, Will +4; SZ M; FP 2; Rep 2; Str 16, Dex 17, Con 17, Int 5, Wis 14, Cha 10. Challenge Code E.
Skills: Climb +3, Hide +9, Jump +3, Listen +7, Move Silently +9, Spot +5, Survival +6.
Force Skills: See Force +12.
Feats: Alertness, Force-Sensitive, Stealthy, Track.
Force Feats: Sense.

AVES, SMUGGLER

A human in his early middle age, Aves has served with Talon Karrde from the beginning of Karrde's career. He acts as Karrde's right-hand man, doing duty as communica-

The Smugglers Alliance

tions officer and general dispatcher for Karrde's ships. He is also one of Karrde's most trusted advisors, and is never far from the smuggler's side. Aves is generally stationed aboard the Wild Karrde.

Karrde trusts Aves' advice, mainly because Aves has the trust of Karrde's employees. When they don't feel comfortable talking to Karrde himself, they often confide in Aves, who—without revealing his sources—passes on their concerns to Karrde. He feels completely at ease doing this, primarily because he knows that Karrde won't use what Aves tells him against his people.

Aves: Male Human Expert 8; Init +2 (Dex); Def 14 (+2 class, +2 Dex); Spd 10m; VP/WP —/14; Atk +7/+2 melee (1d3+1, punch), +8/+3 ranged (3d6, blaster pistol); SV Fort +4, Ref +4, Will +7; SZ M; FP 2; Rep 5; Str 13, Dex 15, Con 14, Int 13, Wis 13, Cha 13. Challenge Code C.

Equipment: Blaster pistol, encrypted comlink, datapad, sabacc deck.

Skills: Astrogate +11, Bluff +4, Diplomacy +6, Disable Device +9, Gather Information +8, Knowledge (alien species) +4, Knowledge (streetwise) +15, Knowledge (systems) +15, Pilot +10, Profession (bureaucrat) +5, Profession (gambler) +5, Read/Write Basic, Repair +6, Speak Basic, Speak Huttese, Survival +6.

Feats: Skill Emphasis (Knowledge: streetwise, Knowledge: systems), Spacer, Weapon Group Proficiency (blaster pistols, simple weapons).

GHENT, MASTER SLICER

Barely more than a teenager, Ghent is one of the galaxy's foremost computer security experts. What he doesn't know about codes, droids, or computer networks probably isn't worth knowing. Despite his high degree of familiarity with encryption and computers, however, Ghent is still a young Human with little practical experience with other people. He is content to spend all of his time with a computer terminal, slicing into the Imperial HoloNet, writing new subroutines for navicomputers, or just picking up bits and pieces of trivia from information centers throughout the galaxy.

Only about a meter and a half tall, with almond-colored skin (and a spotty complexion), Ghent is not a physically impressive specimen of Human youth. Most people would describe him as unathletic, though not particularly out of shape. Coupled with his odd sense of humor, it is little wonder that Ghent is something of a social misfit, more comfortable with computers than with people. Despite his shortcomings, Ghent feels no particular animosity toward more popular people. The first time he met Han Solo, for example, he was rather in awe of the famous smuggler.

GHENT: Male Human Expert 10; Init +1 (Dex); Def 14 (+3 class, +1 Dex); Spd 10m; VP/WP —/10; Atk +6/+1 melee (1d3–1, punch), +8/+3 ranged (3d4, hold-out blaster); SV Fort +3, Ref +4, Will +8; SZ M; FP 3; DSP 1; Rep 9; Str 9, Dex 13, Con 10, Int 18, Wis 13, Cha 9. Challenge Code D.

Equipment: Hold-out blaster, datapad.

Skills: Appraise +12, Bluff +5, Climb +2, Computer Use +22, Craft (computer) +17, Craft (droid) +12, Diplomacy +1, Disable Device +20, Forgery +9, Gather Information +12, Jump +2, Knowledge (alien species) +7, Knowledge (systems) +7, Pilot +5, Profession (gambler) +4, Read/Write Basic, Repair +16, Speak Basic, Speak Binary (understand only), Speak Bith, Speak Rodese, Speak Sluissi, Spot +4, Swim +2.

Feats: Endurance, Gearhead, Skill Emphasis (Computer Use, Disable Device), Weapon Group Proficiency (simple weapons).

FYNN TORVE, FREIGHTER PILOT

An old smuggling associate of both Han Solo and Lando Calrissian, Fynn Torve now works for Talon Karrde as the Etherway's pilot. A Corellian smuggler from way back, Torve had gotten mixed up with Jabba the Hutt much like Solo had, but bought his way out of his contract with a loan from Karrde. He's been a loyal employee to Karrde ever since.
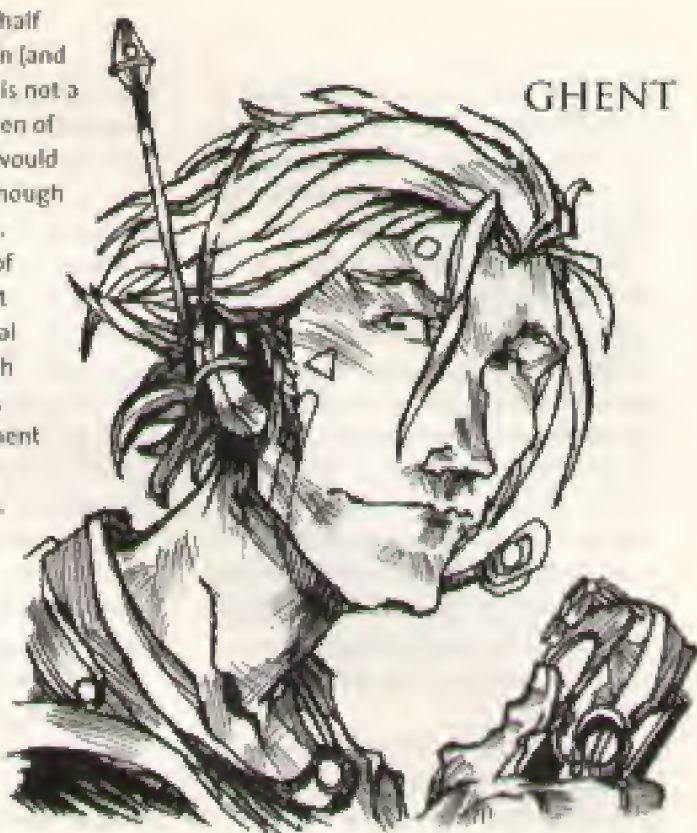
FYNN TORVE: Male Human Scoundrel 7; Init +2 (Dex); Def 19 (+7 class, +2 Dex); Spd 10m; VP/WP 47/14; Atk +7 melee (1d3+2, punch), +7 ranged (3d6, blaster pistol); SQ illicit barter, better lucky than good, sneak attack (+2d6); SV Fort +4, Ref +7, Will +3; SZ M; FP 3; Rep 5; Str 14, Dex 15, Con 14, Int 12, Wis 13, Cha 13. Challenge Code D.

Equipment: Blaster pistol.

Skills: Astrogate +9, Bluff +9, Computer Use +3, Demolition +9, Diplomacy +6, Knowledge (alien species) +9, Knowledge (streetwise) +9, Knowledge (systems) +11, Move Silently +6, Pilot +17, Profession (bureaucrat) +6, Profession (gambler) +6, Read/Write Basic, Repair +9, Speak Basic, Speak Rodese, Survival +5.

Feats: Skill Emphasis (Pilot), Spacer, Starship Operation (capital ships, space transports, starfighters), Weapon Group Proficiency (blaster pistols, simple weapons).

FEIN, WEAPONS SPECIALIST

Fein is a mercenary who specializes in weapons—especially long-range weapons. He is keenly accurate with a blaster rifle, having perfected his craft as a member of a swoop gang on the Outer Rim. Rumor has it

that Karrde hired Fein away from the gang's leader to avoid having to kill the superb marksman when the gang, paid by one of Karrde's competitors, tried to eliminate the smuggler. Even if this is true, Fein has been an exceedingly loyal employee in the years since coming into Karrde's organization, and Karrde plainly trusts the weapons specialist with his life.

Fein: Male Human Fringer 4/Scoundrel 3/Soldier 1; Init +3 (Dex); Def 20 (+7 class, +3 Dex); Spd 10m; VP/WP 64/16; Atk +9/+4 melee (2d4+3, vibrodagger), +9/+4 ranged (3d8, crit 19-20, blaster rifle) or (3d8, heavy blaster pistol); SQ Barter, adaptive learning, jury-rig (+2), illicit barter, better lucky than good; SV Fort +10, Ref +8, Will +3; SZ M; FP 3; DSP 2; Rep 6; Str 16, Dex 16, Con 16, Int 13, Wis 13, Cha 12. Challenge Code D.

Equipment: Blaster rifle, heavy blaster pistol, vibrodagger, macrobinoculars, comlink.

Skills: Astrogate +12, Bluff +13, Diplomacy +6*, Forgery +9, Intimidate +7, Knowledge (alien species) +12, Knowledge (streetwise) +8, Listen +3, Pilot +14, Profession (bureaucrat) +8, Profession (merchant) +8, Read/Write Basic, Speak Basic, Speak Rodese, Spot +3.

Feats: Alertness, Armor Proficiency (light), Far Shot, Point Blank Shot, Skill Emphasis (Bluff), Starship Operation (space transports), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

* Adaptive learning skill.

MAZZIC'S GROUP

Mazzic's organization is fairly small, consisting of himself, the crew of his freighter—the Distant Rainbow—a couple of Preybird-class starfighters, and a beautiful, if somewhat vacuous, female companion, who appears to be his lover. Though Mazzic himself has no love for the Empire, he is not averse to running goods for them. In fact, he derives great pleasure from overcharging them. Mazzic has a legendary ability to evade Imperial customs frigates, and avoid the traps they occasionally set for him, making him a primary choice for Talon Karrde's smugglers' coalition.

MAZZIC, SMUGGLER

Mazzic is a famous smuggler, if not a particularly clever one. Little is known about his past except that he is a Corellian who once worked as a freighter captain for the Empire, then fled to the Corporate Sector after some kind of falling out in which a close friend of his was killed. Speculation says that the "friend" was in fact his wife, and that the Empire murdered her trying to get to him. Mazzic refuses to talk about the subject, though he admits that he became a full-fledged smuggler shortly after this time.

Mazzic is nearly fanatical about preserving his secrets, though not to the point of being anti-social. In fact, Mazzic has many friends in the smuggling community, perhaps because of his keen sense of justice (which Karrde considers ill-considered and misguided). Mazzic's recent rash of reckless activities—including attacking a Star Destroyer under construction at the Bilbringi shipyards—can be traced back directly to the attack on the first smugglers' meeting on Trogan, where his close friend, the Gotal Lishma, was killed by Imperial troops (despite the fact that Lishma had actually voted not to oppose the Empire).

A Human male in his middle years, Mazzic is still an impressive figure in his skin-tight black flight suit and short black cloak. His shoulder-length black hair frames his humorless features and suspicion-filled eyes. Mazzic doesn't trust many people—but when he does, he treats them as though they were lifelong friends.

Mazzic: Male Human Scoundrel 9/Noble 2/Crimelord 2; Init +2 (Dex); Def 24 (+12 class, +2 Dex); Spd 10m; VP/WP 73/14; Atk +10/+5 melee (1d3+2, punch), +10/+5 ranged (3d8, heavy blaster pistol); SQ Call in a favor, inspire confidence (+1), illicit barter, better lucky than good, sneak attack (+2d6), contact, resource access; SV Fort +5, Ref +12, Will +10; SZ M; FP 4; Rep 12; Str 14, Dex 15, Con 14, Int 12, Wis 13, Cha 13. Challenge Code F.

Equipment: Heavy blaster pistol, comlink, small freighter (Distant Rainbow), two Preybird-class starfighters (Raptor and Skyclaw).

Skills: Appraise +16, Astrogate +10, Bluff +9, Computer Use +11, Diplomacy +10, Forgery +10, Gather Information +9, Knowledge (streetwise) +15, Knowledge (systems) +10, Move Silently +8, Pilot +21, Profession (bureaucrat) +5, Profession (gambler) +5, Read/Write Basic, Repair +20, Sense Motive +7, Speak Basic, Speak Mistryl, Treat Injury* +9.

Feats: Dodge, Gearhead, Infamy, Run, Skill Emphasis (Pilot, Repair), Spacer, Starship Operation (space transports), Weapon Group Proficiency (blaster pistols, simple weapons).

* Noble bonus class skill.

SHADA, BODYGUARD

Far from the decorative companion she pretends to be, Shada is a trained commando and supremely competent bodyguard for Mazzic. She puts on an air of bored tolerance when Mazzic brings her along to business meetings or backroom trading sessions. When situations go sour, Shada is usually the first one to react—and quite often the last, if offenders know what's good for them.

Shada keeps her background a secret much as Mazzic does. Though she is rumored to be a member of the mysterious Mistryl Shadow Guards—a near-mythical sect of women warriors—she refuses to discuss the matter, even with Mazzic, on the grounds that it would violate an oath of secrecy. If the rumors are true, Shada may be the single most deadly combatant in the smugglers' coalition; the Mistryl Shadow Guards banded together to battle Imperial troops on their homeworld, and only failed because of the massive might the Empire brought to bear. Now, Mistryl Shadow Guards periodically hire themselves out as mercenaries—provided their employer has nothing to do with the Empire—and Shada may be such a mercenary in Mazzic's employ. Whether or not she and Mazzic are truly lovers is a subject that most people are wise enough not to broach with her.

A startlingly beautiful Human woman not quite at middle age, Shada wears revealing but functional gowns at nearly all times. She pins up her long black hair with lacquered needles in elaborate hairstyles. The needles are not decorative; Shada uses them in combat, and has been known to hurl them with sufficient force to penetrate even Stormtrooper armor.

The Smugglers Alliance

SHADA: Female Human Scout 7; Init +3 (Dex); Def 19 (+6 class, +3 Dex); Spd 10m; VP/WP 52/14; Atk +7 melee (1d6+1, crit 20, punch) or +7 melee (1d4+2, zenji needle), +8 ranged (1d4+2, zenji needle) or +8 ranged (3d4, hold-out blaster); SQ Trailblazing, uncanny dodge (retains Dex bonus, can't be flanked), skill mastery; SV Fort +6, Ref +9, Will +7; SZ M; FP 2; DSP 1; Rep 5; Str 14, Dex 17, Con 14, Int 15, Wis 16, Cha 16. Challenge Code D.

Equipment: Hold-out blaster, 15 zenji needles, collection of false IDs.

Skills: Computer Use +9, Hide +9*, Knowledge (alien species) +9, Knowledge (streetwise) +15, Listen +9, Move Silently +9, Pilot +13, Read/Write Basic, Ride +9, Search +9, Speak Basic, Speak Huttese, Speak Mistryl, Speak Rodese, Spot +9, Survival +11, Treat Injury +6.

Feats: Dodge, Exotic Weapon Proficiency (zenji needles), Lightning Reflexes, Mobility, Martial Arts, Skill Emphasis (Knowledge: streetwise), Spring Attack, Starship Operation (space transports).

* Mastered skill.

MAZZIC AND SHADA

GILLESPEE'S CREW

Though Samuel Tomas Gillespee has been a smuggler for every bit as long as Talon Karrde, his organization is fairly new. This is because, , he was living in comfortable retirement on Ukio, until he was recently driven off by Grand Admiral Thrawn's attack on the agrarian world. Gillespee took a small fleet of ships and their crews, and went in search of someone looking for a veteran smuggler with a grudge against the Empire. Coincidentally, the first person he encountered was Talon Karrde, and it was largely Gillespee's doing that the first meeting of the Smugglers' Alliance took place on Trogan.

GILLESPEE, RETIRED SMUGGLER

Known as a con man and veteran swindler, Samuel Tomas Gillespee is still respected by other smugglers. He treats his crew fairly, and they give him their hard work in return. As the smugglers' coalition begins to form, Gillespee has over 20 ships in his fleet—the crews of which are ready to pay Grand Admiral Thrawn back for chasing them off Ukio.

Gillespee had retired to the peaceful agrarian world after more than three decades of flying around the galaxy on smuggling runs—or, at least, paying some-one else to fly while he handled the business end of things. Gillespee is actually an unlucky pilot, but an excellent business-man. He has a reputation for double-cross-ing some of his hired pilots, but as Gillespee himself explains it, the important thing is that he gives his pilots what they deserve. Since there are so many pilots who have worked with him for years, one can assume that the others tried to double-cross Gillespee—they just weren't as good at it as he is.

In appearance, Gillespee is a middle-aged Human slowly going to seed. He has developed the paunch of a man living com-fortably without doing hard work, and always seems a little tired, as though get-ting out of bed in the morning is low on his list of priorities.

SAMUEL TOMAS GILLESPEE: Male Human Expert 6; Init +1 (Dex); Def 13 (+2 class, +1 Dex); Spd 10m; VP/WP —/14; Atk +6 melee (1d3+2, punch), +5 ranged (3d6, blaster pistol); SV Fort +4, Ref +3, Will +6; SZ M; FP 1; Rep 8; Str 14, Dex 13, Con 14, Int 14, Wis 13, Cha 12. Challenge Code C.

Equipment: Blaster pistol, comlink, datapad, 20 freighters, personal ship (Kern's Pride).

Skills: Appraise +8, Astrogate +10, Bluff +5, Computer Use +8, Gather Information +9, Knowledge (streetwise) +11, Listen +5, Pilot +3, Profession (bureaucrat) +6, Profession (merchant) +13, Read/Write Basic, Repair +10, Sense Motive +5, Speak Basic, Speak Huttese.

Feats: Skill Emphasis (Profession: merchant), Spacer, Starship Operation (space transports), Weapon Group Proficiency (blaster pistols, simple weapons).

BILLEY'S GROUP

The elderly, chair-bound smuggler, Billey, has managed to assemble a coterie of ambitious young smug-glers through a variety of opera-tions around the galaxy. Billey's reputation draws them in, and—despite his harsh manners and exacting standards—his cunning makes them wealthy. Smugglers who work with Billey once can often afford to start their own oper-ation afterward, but all would drop

everything for a chance to work with Billey again—if only for the huge payoff one of Billey's schemes would no doubt generate.

BILLEY, SMUGGLER LEGEND

The aging Billey is a legend among smugglers. His career started some six decades ago, and through years of luck, determination, and good planning, he pulled off a number of high-profile smuggling runs that give spice runners great reputations.

Unfortunately for Billey, his luck ran out one day. An Imperial customs cruiser chased him into a cliff. His ship was smashed, and though he ejected, Billey didn't fare much better. The Imperials arrested him as soon as he regained consciousness, and the next time he woke, he was in the medical ward of the Goshyn Detention Center—a penal asteroid. Billey rejected cybernetic implants, preferring to live without artificial implants, despite his weakening condition.

When he was released after serving out his term, Billey was a shell of his former self. But his mind was keen as ever, and he was back in the thick of the smuggling business in no time.

Although he gets around in a old-fashioned, wheeled, motorized chair, Billey still plans and executes some of the most audacious smuggling operations the galaxy has seen in quite some time. He refuses to let his infirmity dictate his income, so even if he can't spend every day hopping around the galaxy evading Imperial customs ships, he makes sure that every run he makes generates sufficient income that he doesn't have to work every day. The fact that he gets away with it only increases his reputation.

Billey is an elderly Human with just a hint of Corellian in his deeply-lined features. His gray hair and thick gray beard are unkempt, but his penetrating brown eyes demonstrate his keen intelligence and wits. His crews think of him as a taskmaster, and Billey has earned this reputation; he despises incompetence and won't tolerate disrespect. But as grumpy as he is, up-and-coming smugglers practically stand in line for a chance to work with him. Billey is a legend.

Billey: Male Human Noble 6/ Scoundrel 3; Init −2 (Dex); Def 16 (+8 class, −2 Dex); Spd 5m; VP/WP 26/8; Atk +4 melee (1d3−2,

punch), +4 ranged; SQ Call in a favor (×3), inspire confidence (+2), command +2, illicit barter, better lucky than good; SV Fort +1, Ref +4, Will +6; SZ M; FP 1; Rep 10; Str 7, Dex 7, Con 8, Int 12, Wis 12, Cha 16. Challenge Code C.
Equipment: Wheeled chair, comlink, datapad.
Skills: Bluff +15, Computer Use +12, Diplomacy +17, Gather Information +5, Intimidate +18, Knowledge (alien species) +12, Knowledge (streetwise) +16, Pilot +9, Profession (bureaucrat) +10, Profession (merchant) +16, Read/Write Basic, Speak Basic, Speak Duro.
Feats: Skill Emphasis (Intimidate), Skill Emphasis (Knowledge: streetwise, Profession: merchant), Trustworthy, Weapon Group Proficiency (blaster pistols, simple weapons).

PAR'TAH

PAR'TAH, HO'DIN SMUGGLER

To say that the Ho'Din smuggler Par'tah operates in the red is like saying that a Wookiee is a little furry. Firmly subscribing to the belief that the highest paying contracts go to the smuggler who looks the most successful, Par'tah spends extravagant sums to look like she doesn't need to work. Nothing could be further from the truth. If not for the occasional tip that Talon Karrde gives her about lucrative runs, Par'tah probably could not afford to stay in business.

Par'tah has a good relationship with Karrde. He respects her talents, and she can't help but admire how Karrde exemplifies her philosophy that style accounts for a lot of success in the smuggling trade. (Of course, in Karrde's case, he really is as capable as he appears.) Karrde also knows that Par'tah, being from the technologically-repressed world of Moltok, is fascinated with technology, and steers her toward contracts that will help her add to her collection.

Three meters tall and reed-thin, the green-skinned Ho'Din is an imposing figure. Like all Ho'Din, Par'tah has a mass of serpentine tentacles growing from her head, where hair would be on a Human. The ten-

tacles twitch and wriggle when she is excited or angry. Par'tah dresses in flowing garments that complement her skin color, and leave room for a small blaster somewhere in her clothes.

Par'tah: Female Ho'Din Scoundrel 4/Fringer 3; Init +2 (Dex); Def 19 (+8 class, +2 Dex, −1 size); Spd 10m; VP/WP 47/14; Atk +6 melee (1d3+2, punch), +6 ranged (3d4, hold-out blaster); SQ Barter, adaptive learning, illicit barter, better lucky than good; SV Fort +6, Ref +8, Will +3; SZ L; FP 0; Rep 5; Str 14, Dex 14, Con 14, Int 15, Wis 13, Cha 13. Challenge Code C.
Equipment: Hold-out blaster, comlink.
Skills: Astrogate +8, Bluff +8, Computer Use +8, Diplomacy +8, Hide +9, Intimidate +3, Knowledge (alien species) +6, Knowledge (cultures) +6, Knowledge (streetwise) +6, Listen +3, Move Silently +9, Pilot +15, Profession (bureaucrat) +6, Profession (gambler) +4, Read/Write Ho'Din, Repair +14, Search +5, Speak Basic, Speak Ho'Din, Speak Huttese, Speak Sullustan, Spot +3, Treat Injury +11.
Feats: Alertness, Persuasive, Skill Emphasis (Pilot, Repair), Starship Operation (space transport), Weapon Group Proficiency (blaster pistols, simple weapons).

The Smugglers Alliance

ELLOR
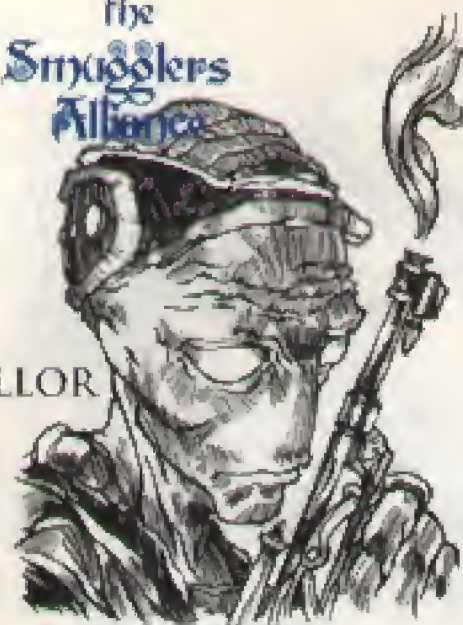
ELLOR, DURO SMUGGLER

Though he's been smuggling almost as long as Talon Karrde, Ellor is still the naïve scholar he was when Karrde first hired him for a spice run. Ambushed by an Interdictor cruiser—and facing a death penalty for smuggling spice—Karrde and Ellor desperately outmaneuvered the Interdictor until they made hyperspace. Despite being terrified by the entire affair, Ellor had never had so much fun. The Duro gave up the academic life at once, and has been a smuggler ever since.

Through all the years of near-disastrous situations and impulsive decisions, Ellor has stayed alive and more or less unhurt. This has made him somewhat overconfident. He attacks every new situation with the firm belief that he can't lose. Working with Karrde a few times over the years has taught him to control his reckless impulses somewhat, but he still looks at every potentially-suicidal run as a new opportunity for adventure.

Ellor is an average Duro specimen: a tall, thin, gray-skinned humanoid with large eyes, a thin slit for a mouth, and no nose. He generally wears padded tunics in shades of green and loose-fitting, black trousers. He carries a blaster pistol, and—in Karrde's estimation at least—puts a little too much faith in the notion that a pointed blaster can end any disagreement and discourage any resistance.

ELLOR: Male Duro Diplomat 3/Expert 3; Init +3 (Dex); Def 14 (+1 class, +3 Dex); Spd 10m; VP/WP—/14; Atk +5 melee (1d3+2, punch), +6 ranged (3d6, blaster pistol); SV Fort +4, Ref +5, Will +8; SZ M; FP 1; Rep 3; Str 14, Dex 16, Con 14, Int 14, Wis 14, Cha 13. Challenge Code B.

Equipment: Blaster pistol.

Skills: Astrogate +11, Bluff +10, Diplomacy +7, Knowledge (alien species) +8, Knowledge (streetwise) +11, Move Silently +5, Pilot +11, Profession (merchant) +14, Read/Write Basic, Read/Write Duro, Repair +5, Speak Basic, Speak Duro, Speak Rodese.

Feats: Skill Emphasis (Profession: merchant), Spacer, Starship Operation (space transports), Weapon Group Proficiency (blaster pistols, simple weapons).

DRAVIS, YOUNG SMUGGLER

If Ellor is reckless, Dravis is suicidal. An Imperial Academy trained starfighter pilot until fairly recently, Dravis left the Academy shortly after his graduation under unknown circumstances, stole a Lambda-class shuttle, and headed for the Outer Rim. After some aimless wandering, he met Billey and joined him for one of his legendary ventures. Billey was impressed with the young pilot's skill and offered him a permanent position. Dravis signed up, and has been with Billey ever since.

Still a young man, Dravis has what more experienced spacers call "a wildly fluctuating impulse motivator," meaning that Dravis is energetic, reckless, and hot-tempered. Billey keeps him under control by knowing when to rein him in, and when to let him run wild. Dravis dresses in flight fatigues in New Republic brown, and his prize possession is a bantha-hide flight jacket given to him by an appreciative young lady on Commenor—though, for the life of him, he can't remember her name. Dravis has short, brown hair, and is so nondescript as to be able to fade into a crowd with little effort.

DRAVIS: Male Human Scoundrel 4; Init +2 (Dex); Def 18 (+6 class, +2 Dex); Spd 10m; VP/WP 28/14; Atk +5 melee (1d3+2, punch), +5 ranged (3d6, blaster pistol); SQ illicit barter, better lucky than good; SV Fort +1, Ref +4, Will +1; SZ M; FP 2; Rep 3; Str 14, Dex 15, Con 14, Int 10, Wis 13, Cha 13. Challenge Code C.

Equipment: Blaster pistol, false ID, macrobinoculars, medpac.

Skills: Astrogate +9, Bluff +5, Computer Use +4, Gather Information +5, Hide +6, Intimidate +3, Knowledge (streetwise) +4, Listen +4, Move Silently +6, Pilot +14, Profession (merchant) +4, Read/Write Basic, Repair +7, Speak Basic, Spot +5, Survival +3

Feats: Skill Emphasis (Pilot), Spacer, Starship Operation (space transports, starfighters), Weapon Group Proficiency (blaster pistols, simple weapons).

BRASCK, BRUBB MERCENARY

Once a mercenary in the employ of Jabba the Hutt, Brasck is a muscle-bound Brubb whose career belies his people's reputation for hospitality; Brubb is a slaver and a contract kidnapper. Although he claims that he had no choice but to work for Jabba, the fact remains that Brasck is one of the most heartless and ruthless individuals in the smuggling business. He obviously learned a lot working for the Hutt.

Brasck's people are brutal and efficient. They are also well-paid, owing to the fact that Brasck deals almost exclusively in high-risk, high-paying cargo such as spice and slaves. The only reason Karrde offered Brasck a position in the Smugglers' Alliance was Brasck's renowned competence, though he personally despises Brasck's morals. Karrde was actually glad when Brasck decided not to join up.

Like all Brubb males, Brasck has a growth of coarse, dark hair on the top of his head, and he

BRASCK

wears it in a long tassel. He has pitted, gnarled skin, with prominent brow ridges and a lipless mouth.

Braack: Male Brubb Scoundrel 4/Soldier 4; Init +2 (Dex); Def 18 (+6 armor, +2 Dex); Spd 10m; VP/WP 70/18; Atk +11/+6 melee (1d6+4, crit 20, punch) or +11/+6 melee (2d4+4, vibrodagger), +9/+4 ranged (3d8, heavy blaster pistol); SQ illicit barter, better lucky than good; SV Fort +11, Ref +7, Will +3; SZ M; FP 1; DSP 3; Rep 10; Str 18, Dex 14, Con 18, Int 12, Wis 12, Cha 12. Challenge Code D.
Equipment: Heavy blaster pistol, vibrodagger, padded battle armor, comlink, personal ship (*Green Palace*).
Skills: Astrogate +6, Bluff +7, Diplomacy +5, Intimidate +14, Knowledge (streetwise) +10, Knowledge (systems) +5, Pilot +11, Profession (merchant) +9, Profession (slaver) +11, Profession (smuggler) +11, Read/Write Brubb, Speak Basic, Speak Brubb, Survival +5.
Feats: Armor Proficiency (heavy, light, medium), Dodge, Great Fortitude, Infamy, Martial Artist, Skill Emphasis (Intimidate), Starship Operation (space transports), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

INDEPENDENT SMUGGLERS

Some of the smugglers Talon Karrde asked Gillespee to invite to his first meeting on Trogan are independent operators with skills or reputations that Karrde found admirable. Niles Ferrier falls into the former category; Clyngunn the ZeHethbra falls into both.

CLYNGUNN, ZEHETHBRA SMUGGLER

Though once a renowned Stratus Games athlete in the Unarmed Combat category, Clyngunn turned his back on sports and became a smuggler, largely to stave off the boredom that came with success. After setting the record for most sentient opponents downed in a single round of competition, Clyngunn took his prize purse and bought a star yacht, but found that the endless parade of fans on the tourist planets he visited didn't alleviate his boredom one iota. Eventually, on a whim, he traveled to the Outer Rim Territories, where he made the acquaintance of the legendary smuggler,

Billey. Clyngunn finally found something that offered excitement every single time: freelance smuggling.

After trading in his yacht for a freighter (and customizing it for speed, combat readiness, and cargo concealment), Clyngunn set out on his new career. He has done well for himself, largely because he prefers to work alone. Clyngunn doesn't like sharing his profits with partners, and he doesn't like most other smugglers, anyway. Since the fall of the Empire, however—and with the inevitable rise of ex-Imperial warlords scuffling over the bones of the Empire—Clyngunn has seen business get more and more difficult, and the penalties for smuggling become stiffer and stiffer. This alone has prompted him to accept Talon Karrde's offer to join the Smugglers' Alliance. Clyngunn has Karrde's personal assurance that he won't be expected to significantly alter his view regarding working alone.

Clyngunn is a ZeHethbra—furred, muscular bipeds with large fangs and claws. Predominantly black in color, Clyngunn has a wide stripe of white running from his nose, up over his head, and down his back. He dresses in blue and black, frequently wearing tunics or cloaks that he can doff quickly if a fight breaks out—and with his temper, that's quite often.

CLYNGUNN: Male ZeHethbra, Soldier 5/Scoundrel 2/Noble 2; Init +1 (Dex); Def 19 (+8 class, +1 Dex); Spd 10m; VP/WP 83/17; Atk +10/+5 melee (1d6+3, crit 20, punch), +8/+3 ranged (3d8, heavy blaster pistol); SQ Stinging spray, illicit barter, better lucky than good, call in a favor (x1), inspire confidence (+1); SV Fort +7, Ref +7, Will +7; SZ M; FP 3; Rep 6; Str 17, Dex 13, Con 17, Int 14, Wis 13, Cha 11. Challenge Code D.

Equipment: Heavy blaster pistol, false IDs, false ship's documents, datapad, small freighter (*Lady Sunfire*).
Skills: Astrogate +14, Bluff +8, Computer Use +10, Diplomacy +11, Disable Device +6, Intimidate +8, Knowledge (streetwise) +12, Pilot +13, Profession (merchant) +11, Read/Write ZeHethbra, Repair +6, Speak Basic, Speak Huttese, Speak Ryl, Speak ZeHethbra.
Feats: Armor Proficiency (heavy, light, medium), Endurance, Iron Will, Low Profile, Martial Arts, Skill Emphasis (Diplomacy), Starship Operation (space transports), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

NILES FERRIER, SHIP PALMER

A notorious starship thief—"palmer," in the spacer vernacular—Niles Ferrier is a truly despicable specimen of a Human. After abducting an old smuggler named Hoffner—one of the only people alive who knew the location of the famous Katana fleet of lost dreadnaughts—Ferrier attempted to break up Talon Karrde's coalition of smugglers by betraying them to the Imperial garrison on Trogan during their first meeting. When that plan failed, Ferrier used his pet "wraith"—a Defel from one of the underground cities on the planet Af'El—to plant incriminating evidence

CLYNGUNN

the Smugglers Alliance

aboard Karrde's ship at the second meeting.

Ultimately, though, his own overbearing incompetence spelled his end, as a slip of the tongue put the blame for the first attack squarely on Ferrier's shoulders.

Ferrier is a large Human with a sturdy build and a thick, black beard. He wears an ornately-embroidered tunic and smokes overpoweringly strong cigarras, which actually makes it easier to spot him in a crowd. Most sentient beings find his company unpleasant at best, and his easy sense of personal ethics keep him from making long-term friends.

NILES FERRIER: Male Human Scoundrel 7; Init +2 (Dex); Def 19 (+7 class, +2 Dex); Spd 10m; VP/WP 45/14; Atk +7 melee (1d3+2, punch), +7 ranged (3d6, blaster pistol); SQ illicit barter, better lucky than good, sneak attack (+2d6); SV Fort +4, Ref +7, Will +3; SZ M; FP 2; DSP 4; Rep 8; Str 14, Dex 14, Con 14, Int 14, Wis 12, Cha 12. Challenge Code D.
Equipment: Blaster pistol, datapad, cigarras.
Skills: Appraise +9, Astrogate +6, Bluff +14, Computer Use +12, Demolitions +7, Diplomacy +3, Disable Device +17, Gather Information +5, Hide +10, Knowledge (streetwise) +12, Move Silently +10, Pilot +12, Profession (gambler) +6, Profession (merchant) +4, Read/Write Basic, Repair +12, Search +6, Speak Basic, Speak Huttese, Speak Sluissi.
Feats: Cautious, Skill Emphasis (Bluff, Disable Device), Starship Operation (capital ships, space transports), Weapon Group Proficiency (blaster pistols, simple weapons).

THE WRAITH

Niles Ferrier's only real friend is a Defel mercenary that Ferrier refers to simply as his "wraith." A native of the perpetually-dark world of Af'El, the Defel comes from an underground city where the inhabitants have never been able to develop adequate agriculture or technology. While Defels excel at mining and metallurgy, their best skill is stealth; Defels are all but invisible in shadows. Ferrier puts this ability to good use, always keeping the wraith nearby where he can back Ferrier.

Exactly how Ferrier managed to convince an ordinarily honorable Defel to join him in his reprehensible activities is unknown—but Defels are renowned for their adherence to promises they make.

FERRIER AND THE WRAITH

DEFEL SPECIAL ABILITIES:
Darkvision—In conditions of complete darkness, Defels can see clearly up to 30 meters away. Vision under these conditions in black and white only.

Invisibility—Because of a genetic adaptation to a long-forgotten predator on their homeworld, Defels absorb all light wavelengths except ultraviolet. In effect, they appear as patches of darkness, much like shadows. In areas of low light, they are effectively invisible. Whenever a Defel is in poorly-lit environs, the Defel gains a +2 circumstance bonus to attacks, and its target loses all Dexterity bonuses to Defense. At the same time, attacks against a Defel in these circumstances confer a 50% miss chance, and the attacker must guess where the Defel actually is (see the Star Wars Roleplaying Game Core Rulebook, page 143).

Light Blindness—The atmospheric conditions of Af'El that contributed to Defel invisibility also mean that Defels are especially sensitive to light in any wavelength other than ultraviolet. Whenever a Defel is exposed to non-ultraviolet light, the Defel is totally blind (see the Character Condition Summary, on page 218 of the Core Rulebook). To overcome this disability, Defels who travel away from Af'El wear visors that filter out all wavelengths of light except ultraviolet. Without these visors, Defels are nearly helpless.

THE WRAITH: Male Defel Fringer 4; Init +3 (Dex); Def 17 (+4 class, +3 Dex); Spd 10m; VP/WP 33/16; Atk +6 melee (1d6+3, claws), +6 ranged; SQ Darkvision (30m), invisibility, light blindness, barter, adaptive learning, jury-rig (+2); SV Fort +7, Ref +5, Will +2; SZ M; FP 1; DSP 2; Rep 6; Str 16, Dex 17, Con 16, Int 10, Wis 13, Cha 12. Challenge Code C.
Equipment: Light visor.
Skills: Climb +10, Hide +15, Listen +10, Move Silently +12, Spot +10, Survival +8.
Feats: Alertness, Blind-Fight, Skill Emphasis (Hide), Stealthy, Weapon Group Proficiency (blaster pistols, simple weapons). ◪
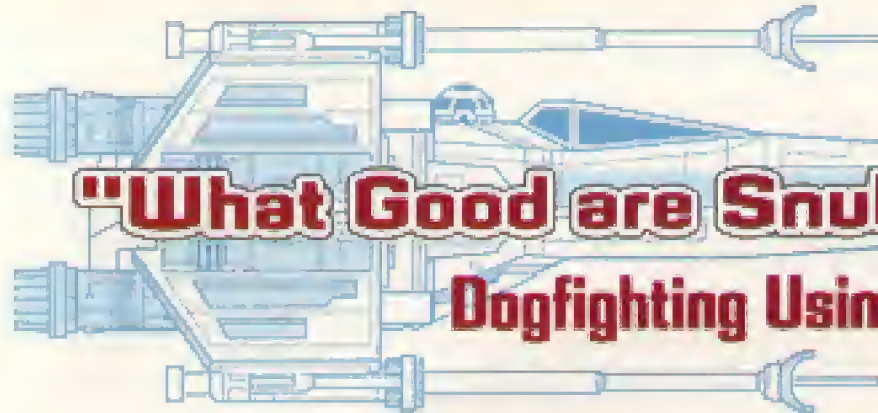
"What Good are Snub Fighters?..."
Dogfighting Using the *Silent Death* Rules

BY ERIK A. DEWEY

Welcome to *Star Wars Silent Death*, a ship-to-ship combat game based on the *Silent Death* mechanics created by Iron Crown Enterprises and owned by Mythic Entertainment, Inc. The following is a condensed version of the *Silent Death* game, with rules for playing out battles between X-Wings, TIE fighters, and other ships in the Rebellion era. Although this is a standalone game, feel free to use the rules, ship displays, and poster-sized battle mat to play out complex starfighter battles in the *Star Wars Roleplaying Game*.

To play this game, you will need a set of polyhedral dice. You also have permission to photocopy the various Ship Displays and Ship Tokens for home game use only.

Enjoy these rules, grab your favorite fighters, and may the Force be with you!

Ship Display

Every ship in the game has its own unique Ship Display detailing the ship's systems, cost, weapons, crew, and resilience to damage. Let's look at the Ship Display in greater detail.

BPV/TPV

At the top of the Ship Display can be found the ship's type (X-wing, Y-wing, or whatever) and BPV. The BPV is the ship's Basic Point Value: the point cost of the ship without any crewmembers added.

Inside the Ship Display is a box labeled TPV, or Total Point Value. The TPV is the BPV of the ship, plus the sum of all of the crew's skill levels. TPV is used to create balanced forces on opposing sides of a battle.

CREW BOXES

Every ship requires crew. How many crewmembers and how skilled they are can be found in the Crew Boxes. All pilots and gunners are rated by skill levels which range

from 1 (the lowest) to 10 (the highest). Each pilot has a Piloting skill level (Plt) and a Gunnery skill level (Gnr), while each gunner has only a Gunnery skill level.

Each ship requires a pilot and possibly one or more gunners to staff it. Pilot and gunner skill levels are either set by a given scenario or purchased for a point cost when designing your own scenarios.

Example: The Y-Wing has both a Pilot and a Gunner, as indicated in the Crew Boxes.

CREW SKILLS

A ship's Tight Turn cost shows how well it can perform radical maneuvers. This is based on the pilot's Piloting skill, with a higher skill level indicating a smaller die. Underneath the big hex on the Ship Display, you'll see the words Tight Turn Cost and a blank line followed by "+3." Find the pilot's Piloting skill on the "Skill Level Table" below and write the pilot's Tight Turn Cost die on the blank line in the Ship Display.

The Attack Die Bonus (ADB) is an extra die that each weapon gets to use when firing. The bigger the die, the larger the potential bonus. Which die rolled is determined by the Gunnery Skill of the crewmember firing that weapon. A higher Gunnery skill provides a bigger ADB. Find the pilot's or gunner's Gunnery skill on the "Skill Level Table" and write the ADB die in the appropriate blank on the Ship Display (either in the Pilot Weapon or Gunner Weapon box).

Hitting and damaging with weapons is detailed in the Weapons section. The Skill Level Table shows which ADB to use based on the Gunnery skill level.

The Skill Level Table below shows which die to use for Tight Turn Costs and ADBs.

DRIVE

A ship's Drive is located in a box at the bottom of the Ship Display's central hex. The Drive of a ship represents how much engine power is available. The higher the number, the more powerful the ship's engine. As a ship gets damaged, its Drive is reduced.

How to use a ship's Drive is discussed below under Movement.

Example: The Y-Wing's Drive, 12, is located at the bottom of the central hex.

DEFENSIVE VALUE

Found in the upper left corner of the central hex on the Ship Display, the Defensive Value (DV) indicates how difficult a ship is to hit. The Defensive Value represents the nimbleness of the ship and the strength of its hull. The higher the Defensive Value, the more difficult the ship is to hit with a weapon. The Defensive Value is the basic number an attacking ship needs to roll to hit the ship. If the total roll is less than the ship's DV, the attack misses. Defensive Value usually only decreases due to Critical Hits.

Example: The Y-Wing's Defensive Value, located in the upper left corner of the central hex on the Y-Wing's Ship Display, is 14.

Skill Level Table

Piloting Skill	Tight Turn Cost	Gunnery Skill	ADB
1	1d10	1	1d4
2	1d10	2	1d4
3	1d8	3	1d4
4	1d8	4	1d4
5	1d6	5	1d6
6	1d6	6	1d6
7	1d4	7	1d8
8	1d4	8	1d8
9	1d4	9	1d10
10	1d4	10	1d10

Y-WING FIGHTER

DPV: 37

Pilot Weapon
Twin Laser
Cannon (F)
2D8+ (x2)
Low or
2D8+ +1
Low +1
Range: 3/7/10

Beam Weapon
Twin Ion
Cannon (360°)
2D6+ (x2)
Medium or
2D6+ +1
Medium +3°
Range: 2/5/9

TPV:
Crew Pilot:
PLT:
GNR:
Crew Beam:
GNR:

Critical Hits

2 "I've got a problem here." Pilot killed. Y-Wing can take no further actions. DV is 5.

3 R2 unit hit. Damage Control can no longer be used.

4 Laser Cannon overheat. Cannot fire until after the end of next turn.

5 Proton Torpedoes hit. Jettison all remaining torpedoes.

6 Shield's damaged. Reduce DV by 1.

7 Targeting computer damaged. Modify all To-Hits by −1.

8 Engine sputters. Reduce Drive by 3 until the end of next turn.

9 Ion Cannon turret jammed. Fire arc is now R, RQR, RQL.

10 Jammer hit. Y-Wing may no longer jam warheads.

11 Gunner killed. Ion Cannon can not fire.

12 Reactor hit. Y-Wing destroyed.

*Ion weapon do half damage (round up) and only mark off Drive and weapon boxes.

Proton Torpedoes: OOO OOO
Dam Con: 1–4
Jammer: 1–3

DAMAGE REDUCTION
This is found in the upper right corner of the central hex on the Ship Display. Damage Reduction (DR) gauges how heavily armored or shielded a ship is. Any damage done to a ship is reduced by Damage Reduction before it is applied; thus it is possible for a ship to be hit but sustain no damage. As a ship sustains damage greater than its current Damage Reduction, the Damage Reduction value drops.

Example. The Y-Wing's DR, located in the upper right corner of the central hex on the Y-Wing's Ship Display, is 3.

WEAPONS
The weapons boxes are found scattered around the Ship Display. Each weapon box represents a separate weapon mount that can be used. The weapon box itself contains all the information needed to fire the weapon mount.

The first line of a weapon box indicates which crew position may fire the weapon (either Pilot or Gunner). Only that crewmember can fire that weapon. If something happens to that crewmember, the weapon cannot be fired.

The second line indicates the number and type of weapon. A single mount can house multiple barrels of the same weapon. When this occurs, the gunner has the option of firing each barrel individually or linking the cannons together. When linked, the entire mount receives a bonus to-hit and damage depending on the number and type of weapons mounted. For example, twin Laser Cannons receive a +1 to-hit and damage. When firing a linked weapon, only one die roll is made for each link. For example, if an X-Wing is firing its four Laser Cannons all linked together, then only one roll is made at +3 to-hit and damage; if all four cannons were fired separately, four separate rolls would be made, each receiving no bonus to-hit or damage. If the X-Wing fired the cannons linked two by two, then two rolls would be made, each with a bonus of +1 to-hit and damage. The decision to link a weapon must be made before any dice are rolled but can change from turn to turn.

Also on the second line is the weapon's firing arc, found in parentheses after the weapon name. A ship cannot fire a weapon at a ship outside the weapon's designated firing arc. The available firing arcs are Front (F), Front Quarter Left (FQL), Front Quarter Right (FQR), Rear Quarter Right (RQR), Rear Quarter Left (RQL), Rear (R), and All Around (360°). These locations are marked around the central hex on each of the Ship Displays to help you remember which hexside is which.

Each firing arc is a 60° cone that extends out of a side of the vessel's hex in the direction indicated. The arc covers all hexes between the cone's outer lines, as well as any hexes that the line crosses into.

The one exception is the All Around firing arc (360°), which allows a weapon to fire in any direction. A weapon system that lists two or more firing arc codes can fire into any of the listed arcs. Pilot-mounted weapons only have a firing arc of Front (F).

Example: The Y-Wing has two weapon sytems installed. The Pilot fires a twin Laser Cannon while the Gunner fires a twin Ion Cannon. The Gunner's weapon has a firing arc of 360°.

The third line in the weapon box is the To Hit indicator. Every weapon has two dice it rolls, plus the ADB. These three dice are totaled with any applicable bonuses to see whether the weapon hits. If the total result is equal to or greater than the target ship's Defensive Value, a hit is scored; otherwise the shot misses.

Example: A Y-Wing pilot with a Gunnery skill of 3 (ADB: 1d4) fires the ship's twin Laser Cannon at an enemy ship. The pilot decides not to link the weapon, firing twice instead. For each attack, the pilot rolls 2d8 + 1d4 (ADB).

The next line in the weapon box is the Damage indicator. The words (Low, Medium, or High) indicate which die (or dice) to count when determining damage. There can be bonuses to damage based on the number and type of the weapon.

The #D# format tells a player which dice to roll and how many. Thus, 2D6 means roll two six-sided dice, and 1D8 means roll one eight-sided die. Occasionally, a modifier on the end of the formula adds to or subtracts from the total. For example, 3D8+4 means roll three eight-sided dice and add four to

Firing Arcs

Forward
Front Quarter Left
Front Quarter Right
Rear Quarter Left
Rear Quarter Right
Rear

Silent Death

the result. "Low" means take the lowest number result, "Medium" means take the middle result, and "High" means take the highest result. If the dice come up with doubles, add them together if the damage is Low and they are the low numbers, same if the doubles are High and the damage is High. If the player rolls doubles with Medium, then use the High result.

Dice	Roll	Result
3D8 Low	2, 4, 6	2
3D8 Medium	2, 4, 6	4
3D8 High	2, 4, 6	6
3d6 Low	3, 3, 5	6 (3 + 3)
3d6 Medium	3, 3, 5	5 (becomes High)
3d6 High	3, 5, 5	10 (5 + 5)

The next line indicates the range modifications of the weapon. This is broken into three sections: short, medium, and long range. The numbers indicate how many hexes away the target can be and still lay in the indicated range. For example, a Laser Cannon has a range of 3/9/10; a target within 3 hexes is in short range; a target within 4 to 9 hexes is in medium range; and a target 10 hexes away is in long range. Any ship more than 10 hexes away cannot be targeted. If a target ship is in short range, the to-hit roll is modified by +1, while if the target ship is in long range, the to-hit roll is modified by –1. There is no modifier if the target ship is in medium range.

WARHEADS

Some Ship Displays have Proton Torpedoes or Concussion Missiles. These weapons are collectively called warheads. These are self-guided weapons that maneuver on the board and attempt to impact with targets. Each circle or pip indicates a single torpedo or missile, which is marked off every time one is fired.

Players with warheads may launch one or more at any target at any range, as long as the target is in the firing ship's front arc. All warhead launches are simultaneous, and all targets must be openly declared after launch decisions are made.

Any living, undazed crewmember may fire a warhead.

When you fire a warhead, place the appropriate warhead figure on the map in the firing vessel's hex. It must face the same direction as the ship. During all subsequent Movement Phases, the warhead moves toward its designated target. A Proton Torpedo has a Drive of 12, and a Concussion Missile has a Drive of 14. A warhead remains on the board until it is either destroyed, dodged, or detonates.

Example: The Y-Wing carries six Proton Torpedoes.

DAMAGE TRACK

At the bottom of the Ship Display, below the ship's Drive, is the Damage Track. Each type of ship has a unique Damage Track. As the ship takes hits, mark off boxes on its Damage Track, starting at the top left corner of the track, moving left to right.

As hits are marked off on the Damage Track, a ship's performance deteriorates. Special damage symbols and numbers are used in the Damage Track boxes to indicate exactly what happens. The various results are cumulative and take full effect as soon as they are inflicted. Below is a summary of the special damage symbols and what effects they represent.

DAMAGE TRACK CODES

□: Reduce the ship's current Drive number to the highest unmarked boxed number currently on the Damage Track.

◇: Reduce the ship's Damage Reduction to the highest, unmarked diamond value currently on the Damage Track.

w: Eliminate a weapon system of the defender's choice.

W: Eliminate a weapon system of the attacker's choice.

t: Eliminate one remaining warhead.

*: Roll 2d6 on the ship's Critical Hits Table. Apply the damage effect immediately.

X: This is the last box on the damage track. If it is marked off, the ship is destroyed and removed from the map.

CRITICAL HITS TABLE

On the far right of the Ship Display is the ship's Critical Hits Table. Whenever an asterisk (*) is marked off of the Damage Track, the attacker needs to roll on the Critical Hits Table. Any effect is applied immediately. If a ship has all of its crew members killed from critical hits, but the ship is not destroyed, it remains on the map.

Below the Critical Hits Table on some of the Ship Displays are additional damage notes for certain weapons.

Sequence of Play

Each turn is broken down into five parts, called *phases.* The activities of each phase should be finished before moving on to the next phase. When all the phases of a turn are completed, a new turn begins and the procedure is repeated until the game is over. The activities performed in the various phases are described in the following sections.

Turn Sequence

1. Warhead Launch Phase
2. Movement Phase
3. Warhead Result Phase
4. Cannon Fire Phase
5. Damage Control Phase

1. WARHEAD LAUNCH PHASE

There are two types of weapons: cannons and warheads. Cannons include various

types of Laser Cannons, Blasters, Ion Cannons, and other direct fire weapons, while warheads include Proton Torpedoes and Concussion Missiles.

Most cannons can fire continuously throughout the game; warheads, on the other hand, are used up as they are fired. Their entries on the Ship Display should be marked off as they are expended.

Players with warheads may launch one or more at any target at any range, as long as the target is in the firing ship's front arc. All warhead launches are simultaneous, and targets must be openly declared after all launch decisions are made.

Any living, undazed crew member can fire a warhead.

When you fire a warhead, mark off that warhead's pip on your Ship Display. Then write down the target right next to the pip. This will help you keep track of which warhead is going after which ship.

WARHEAD TOKENS

The cut-out tokens at the end of this article include tokens for Proton Torpedoes and Concussion Missiles. Place these on your Ship Display so you know which warheads the ship carries.

When you fire a warhead, place that warhead's token on the map in the firing vessel's hex, facing in the same direction as your ship. If you are firing multiple warheads, it might help to number them, so that you remember which is which.

During all subsequent Movement Phases, a warhead moves toward its designated target, using 12 movement points per turn if it is a Proton Torpedo and 14 movement points per turn if it is a Concussion Missile, until it is either destroyed, dodged, or detonates.

A warhead moves immediately after its target. It pursues its target, always moving (hex by hex) so as to get closer to its quarry by the shortest path. The player who fired it determines the exact flight path of each warhead. See the Movement rules for how to move a warhead.

Upon entering its target's hex, a warhead ends its move and detonates. The target has a chance to dodge it, but if the dodge fails, the warhead damages its target. In either case, the warhead explodes and the warhead counter is removed at the end of the Warhead Results Phase.

If, during its move, a ship enters the hex of a warhead that is tracking it, that warhead immediately detonates and resolves its damage. Do not wait for the Warhead Results Phase in this case. The target ship does not get to dodge.

2. MOVEMENT PHASE

Each ship has a Drive number on its Ship Display (located at the bottom of the large central hex) that represents the maximum number of movement points the vessel has available to spend that turn of the game. As a ship takes damage, its Drive may be reduced. Note such changes right on the Ship Display. When the Drive number is reduced to zero, the vessel cannot move.

MOVEMENT ORDER

During the Movement Phase, all ships with a current Drive of zero do not count in the movement order.

The movement of ships alternates between vessels on each side of the battle. To determine the order in which the ships move, the players roll for initiative at the start of each Movement Phase. Roll 1d10 and add the Piloting skill of your best pilot on the map. In case of a tie, roll again.

The player with the lowest result must move a ship first. Players then alternate moving ships until all ships have had a chance to move. If one side runs out of ships to move before the other side, the side with the extra vessels then completes the moves for all remaining ships.

If there are uneven sides, things get a little more complicated. If one side has twice as many ships as another, it must move two ships at a time. If it has three times as many ships as another, it must move three ships at a time. If the number of vessels do not divide up evenly, the extra ships can be held back until their player's last move.

Note that the person who wins the initiative always gets to move the last ship, no matter what.

Example: Player A's highest Piloting skill is 8, while Player B's is 9. They both roll 1d10, with Player A rolling an 8 and Player B rolling a 5. Player A's total is 16 and Player B's is 14, so Player B must move a ship first. No matter how many ships each side has, Player A must wait until all of Player B's ships have moved before moving his last ship.

MOVEMENT

Ships expend movement points to enter hexes and make turns on the map. When you move a ship, you can use as much of its Drive as you wish, from zero to the ship's current Drive number. How fast the ship moved the pervious turn has no bearing at all. If available movement points are not spent during a Movement Phase, they are lost. They may not be transferred from one ship to another or saved from turn to turn.

A ship must complete its entire move before another vessel can begin moving. There is no restriction on passing through hexes occupied by other ships, but a vessel cannot turn in a hex occupied by another ship nor end its move in a hex occupied by another ship.

A ship expends 1 movement point to enter the hex immediately to its front, and it expends extra movement points to turn (change facing) in a hex. Ships cannot move backward or sideways.

There are two types of turns: a normal turn and a tight turn. In either case, you cannot turn twice in a row (you must move for-

ward between turns, no matter which type you happen to be making).

NORMAL TURNS

A normal turn is a turn of one hexside in either direction from the ship's present facing, and it costs 3 movement points. If you want to turn more than one hexside at a time, you must perform a tight turn.

If a vessel has a current Drive of less than 3 (but greater than zero), it is allowed to turn one hexside as its sole action for the Movement Phase. This turn takes all of the ship's movement to complete.

TIGHT TURNS

A tight turn is any turn of more than one hexside at once. A tight turn costs 3 movement points plus the result of a random die roll, regardless of the number of hexsides turned. This modified random roll (called the Tight Turn Cost) is determined by the Piloting skill of the vessel's pilot and can be found on the Skill Level Table.

Example: A player with a TIE Interceptor wants to turn 180° to attack the X-Wing following him. The pilot's Piloting skill is 5, so the player rolls 1d6 and adds 3 to determine the cost of the Tight Turn. The player rolls a 2, for a total cost of 5. Assuming the TIE Interceptor has not suffered Drive loss due to damage, the player still has 13 movement points remaining of the ship's original 18.

If a tight turn ends up costing more movement points than the ship has left this phase, the craft stalls, failing to execute the turn. The ship's move ends immediately, leaving the vessel facing in the direction it was heading before it attempted to make the tight turn.

Standard Turn

Tight Turn
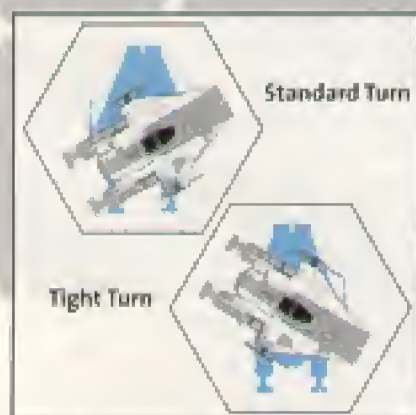
WARHEAD MOVEMENT

Whenever a ship or warhead completes it move, any warheads currently tracking it make their moves immediately before any other ships or warheads move. As explained in Warheads, they must spend their movement points to get to their targets by the shortest route possible.

Every turn costs a warhead 3 movement points per hexside turned, but unlike ships, a warhead can turn an unlimited number times in a single hex. Warheads do not make Tight Turns; a 180° (or three hexside) turn, for example, would cost 9 movement points.

3. WARHEAD RESULTS PHASE

A warhead hits its target once it enters the target's hex, unless the ship manages to dodge it. Warheads do not use the same Attack Dice procedure that cannons use. They simply explode when they get close enough to their targets. Still, warhead targets can attempt to dodge during the Warhead Results Phase and thus avoid destruction.

DODGING WARHEADS

To dodge warheads, your ship must have a current Drive equal to or greater than 10. If so, roll:

1d10 + Piloting skill – number of warheads detonating – 10

The result of this roll is the number of warheads the pilot dodges. If only some warheads are dodged, Concussion Missiles are always dodged first.

Example: A ship is targeted by two Concussion Missiles. During the Movement Phase, both warheads enter the ship's hex. During the Warhead Results Phase, the pilot attempts to dodge the warheads. The player rolls 1d10, adds her pilot's Piloting skill of 7, and subtracts the number of warheads attacking, which is 2. If the player rolls a 1, the modified result is 1 + 7 – 2 – 10 = –4. All the warheads hit. If the player rolls a 8, the modified result is 8 + 7 – 2 – 10 = 3, so up to three warheads are dodged.

WARHEAD HITS

When a ship fails to dodge a warhead, it is hit. Now it is time to check for damage. A Proton Torpedo does 3d12 damage, while a

Concussion Missile does 1d12. All warhead attacks occur in the Warhead Results Phase and are considered simultaneous. If a target is hit by more than one warhead during a single Warhead Results Phase, resolve the damage as one combined attack.

Example: A player rolls poorly and fails to dodge two Concussion Missiles tracking her ship. The two Concussion Missiles hit, each doing 1d12 points of damage. Her opponent rolls 2d12 and totals them, getting a 5 and 11. The total damage comes to 16. *Smack!*

DAMAGE

Just because a ship is hit does not necessarily mean that it is damaged. Most ships have shields in addition to some sort of ablative armor to protect them against attacks. To reflect this, each ship has a Damage Reduction value. This appears in the upper right corner of the Ship Display's central hex.

Once the base amount of damage from an attack is determined, subtract the target's current Damage Reduction. Mark the remaining number of hits off of the target's Damage Track. Note that due to Damage Reduction, some hits will actually fail to cause any damage.

Example: A Proton Torpedo hits a TIE Fighter for 15 damage. The ship has a Damage Reduction of 1, so it "only" takes 14 damage.

DESTROYED SHIPS

When a ship is destroyed, remove it from the battle mat, as it no longer has any effect on the game. If a ship is not destroyed but all of its crew members have been killed, it should be left on the board. It can still prevent other ships from stopping or turning in its hex.

JAMMING WARHEADS

To reflect the use of electronic countermeasures, all vessels are capable of jamming warheads that are presently tracking them. At the end of the Warhead Results Phase—after all warhead detonations are resolved—each ship that currently has at least one warhead tracking it can attempt to prematurely detonate ("jam") one of those warheads.

To jam a warhead, the player selects a warhead tracking his or her ship and declares the jamming attempt. The player

rolls 1d10; if the result is within the ship's Jammer Range (as noted in the bottom right corner of the Ship Display), the warhead is jammed and immediately removed from the board. A ship can only jam a warhead that is tracking it, not a warhead that is tracking another craft. Jammed warheads never do damage to any ship.

Example: A player whose A-Wing is tracked by two Concussion Missiles chooses one of them to jam and rolls 1d10. The A-Wing's Jammer Range is 1–2. John rolls a 3, so the Concussion Missile is not removed.

4. CANNON FIRE PHASE

All cannon weapon systems have various parameters that affect their range, damage potential, and targeting ability as noted on the Weapon box of every Ship Display. In the Weapon box on the Ship Display, each weapon mount is also given one or more firing arcs through which it can attack. The target of a weapon system must lie within that weapon system's range and firing arc(s) in order to be attacked. Otherwise, the weapon cannot reach it.

Each pilot and gunner can fire their assigned weapon system(s) every Cannon Fire Phase. Any crew members that launched a warhead during the Warhead Launch Phase can still fire a cannon weapon during this phase.

RANGE INCREMENTS

Each cannon has a Short, Medium, and Long Range increment. A target must lie within one of these range increments to be targeted. Attacks at Short Range have a +1 bonus to hit, and attacks at Long Range suffer a –1 penalty to hit.

Intervening ships or warheads do not block shots from an attacker to a target.

ATTACK DICE

If a target is within a weapon system's firing arc and range, it can be attacked and damaged by the weapon.

Attack dice are a unique form of combat resolution. One roll of the attack dice determines whether or not a target is hit and, if so, how much damage the attack deals. To figure out whether an attack hits its target, add up the thrown dice. If the sum is equal to or greater than the target's Defensive Value, then the attack hits. The weapon type

used on the attack determines which of the attack dice are read for damage.

The total attack dice roll for a cannon weapon system incorporates the Base Attack Dice listed for the weapon type on the Weapon Table and the Gunnery Attack Die Bonus (ADB) listed on the Skill Level Table. Other modifiers might apply as well.

Example: An X-Wing and a TIE Fighter are in a dogfight. The X-Wing fires its quad Laser Cannons (all linked together) at the TIE Fighter. The Laser Cannons have a Base Attack Die of 2d8+3. The X-Wing's Pilot has a Gunnery skill of 6, which has an ADB of 1d6, so the X-Wing rolls 2d8+1d6+3. The dice are thrown and come up 7, 4, and 4, for a total of 18 (including the +3 bonus). The TIE Fighter's Defensive Value is a 14. The X-Wing's total is greater than or equal to the TIE Fighter's Defensive Value, so the X-Wing's quad Laser Cannons hit.

MULTIPLE GUN WEAPON SYSTEMS

Some cannon weapon systems contain more than one gun (for example, the Y-Wing's twin Laser Cannons). When this occurs, the gunner has the option of firing each barrel individually or linking the cannons together. When linked, the entire mount receives a bonus to-hit and damage depending on the number and type of weapons mounted. When the cannons are fired unlinked, dice are thrown for each individual cannon attack. Linked cannons tend to hit more often, but sometimes do not deal as much damage as when they are fired individually. When firing a linked weapon, only one die roll is made for each link. For example, if an X-Wing is firing its four Laser Cannons all linked together, then only one roll is made at +3 to-hit and damage, whereas if all four cannons were fired separately, then four separate rolls would be made, each receiving no bonus to-hit or damage. If the X-Wing fired the cannons linked two by two, then two rolls would be made, each with a bonus of +1 to-hit and damage. The decision to link weapons must be made before any dice are rolled, but can change from turn to turn. All possible weapon link options are listed on the Ship Display in the weapon box.

When eliminating a weapons system, you must remove the entire mount at once. It is impossible to simply eliminate a single cannon from a multiple weapon mount.

FIRING ORDER

The order in which ships fire their cannons depends on the Gunnery skill of the various pilots and gunners firing them. Gunners with Gunnery skill 10 fire first. Gunners with Gunnery skill 9 fire next and so on until finally the gunners with Gunnery skill 1 fire. If opposing gunners have the same Gunnery skill, they resolve their fire simultaneously.

After all eligible gunners have fired, pilots then trigger their weapons. Pilots resolve their fire in sequential order just as gunners do, based upon their Gunnery skill, moving from highest to lowest. No pilot can fire until all gunners have had a chance to fire.

Note that attacks are resolved sequentially, with all damage from one attack taking effect before the next vessel's weapon system is fired. The only exception to this is when gunners or pilots with the same Gunnery value have their attacks resolved at the same time. Damage is then resolved simultaneously.

DAMAGING THE TARGET

Each weapon type on the Weapon Table has an entry in the Damage column, either Low, Medium, High, or All. This entry indicates how to read attack dice that have hit their target to determine the base amount of damage done. The entries are defined as follows:

> Low: Damage equals the lowest number rolled. In case of ties, add all the low numbers together. If all three dice are the same, total them.
>
> Medium: Damage equals the middle number rolled. In case of ties (in which case there is no middle number), add the high numbers together. If all three dice are the same, total them.
>
> High: Damage equals the highest number rolled. In case of ties, add all the high numbers together. If all three dice are the same, total them.
>
> All: Damage equals the total of all dice. When rolling multiple dice, this is the default method if no other is listed.

Ion Cannons

Ion Cannons are used to disable a ship rather than destroy it. They are slower to fire and not as accurate as Laser Cannons, but they can leave a valuable target floating in space rather than being blown to dust. An Ion Cannon does Medium damage, but the result is halved (round up). After subtracting Damage Reduction, the remaining damage marks only Drive and Weapon hits on the Damage Track. The X box in the damage track—the one signifying the destruction of the ship—is never marked from Ion Cannon fire. Damage from an Ion Cannon can be repaired normally using Damage Control.

Attacks Against Warheads

A warhead can be attacked by other weapon systems, including other warheads. The Defensive Value of a warhead is 10, its Damage Reduction is 0, and it is destroyed when it takes 1 point of damage.

Warheads attempting to dodge other warheads have a Piloting skill of 5 for purposes of dodging.

5. Damage Control Phase

Ships in the STAR WARS universe all have systems dedicated to repairing a ship during combat so that it can return to its base. These range from the automated repair systems of a TIE Fighter to a full-fledged astromech in the X-Wing and Y-Wing.

To attempt damage control, a player rolls 1d10. If the roll falls into the ship's Damage Control spread (as shown in the bottom right corner of its Ship Display), it gets back a number of boxes equal to your roll.

Successful damage control restores the last boxes marked off on the vessel's Damage Track. If these boxes contain special damage symbols, the effects of those hits are negated. The two exceptions to this are critical hits and lost warheads. When warheads are lost, they cannot be recovered. Critical hits are so severe as to be simply irreparable.

Example: A Y-Wing has a Damage Control spread of 1–4. During the Damage Control Phase, the player attempts to repair his Y-Wing. He rolls 1d10 and gets a 3. He then can erase the marks off of the previous 3 boxes that were marked. If he had rolled higher than a 4, no boxes would be repaired.

Optional Rules

The following sections detail rules that can be added to the game as players see fit. They are each entirely optional.

The incorporation of certain optional rules might better balance the play of scenarios that seem to constantly favor one side over another. They also allow the game to be tailored to the players' own tastes. The more options used, the more complicated the game becomes. Keep this in mind when deciding which rules to use in your game.

Before starting a scenario, players should agree among themselves which, if any, optional rules are going to be in effect.

Time Limit

Players are encouraged to enforce a time limit of 30 seconds for the movement of each ship. If at the end of 30 seconds a player has not completed a ship's move, that ship must stop in the hex it's currently in and retain its current facing.

If the move would be an illegal one, the ship is returned to the hex and facing it had before it began its move.

Drive 0 Turns

Players can allow a ship with a Drive number reduced to zero to change facing by one hexside per turn. This would represent the action of positioning thrusters used by ships during docking maneuvers. Allowing this option provides crippled ships with a minimal tactical option. Any Drive 0 turns must be performed at the beginning of the Movement Phase, before initiative is rolled. Note that ships with a Drive of zero still do

not count as being able to take part in the movement order.

Destroyed Ship Debris

When a ship is destroyed, replace it with a marker signifying a debris field. Any ship or warhead that enters the hex sustains a 3D6 Low attack.

Sideslips

A sideslip is a move that places a ship or warhead into its front left or front right hex, instead of the hex directly ahead. A sideslip costs 2 movement points to perform. Forward movement, sideslips and turns can be combined in any desired manner, except that a ship cannot make 2 sideslips in a row.

Asteroids

Battles within the depths of an asteroid field can be challenging and exciting. The following rules detail how to distribute asteroids on the playing surface, what happens when an asteroid and a ship collide, and how asteroids affect attacks.

When asteroids are used in a scenario, one player should take the number of asteroid miniatures stated in the scenario (or 20, if it is unspecified) and, with eyes closed, sprinkle them over the playing surface from a height of about three feet. Place the asteroids in the hexes they most fully land in, one per hex maximum. Alternatively, each player can take an even number of asteroids and take turns placing one on the map.

Once the game begins, asteroids drift by, moving one hex per turn in a direction randomized at the beginning of the scenario; roll 1d6 to determine the direction in which all asteroids will drift throughout the game. Asteroids drift all at once, at the end of every turn. If, due to this drifting action, an asteroid drifts off the edge of the playing

surface, it reenters on the side of the map directly opposite.

If a ship, during its Movement Phase, enters a hex with an asteroid, that ship immediately takes 10D12 points of damage. If a ship and an asteroid drift into each other, the ship takes 5d12 points of damage. Asteroid collisions immediately destroy launched warheads.

Asteroids directly between an attacker and a target block cannon fire. To determine if the fire is blocked, draw an imaginary line from the center of the firer's hex to the center of the target's hex. If the line passes through any part of a hex containing an asteroid, the attack cannot be made. A firing line that runs along the edge of a hex occupied by an asteroid is not blocked unless there are such edges on both sides of the line. If the firing line is blocked, the firer is free to select another target.

Scenarios

The following are three scenarios to help get players started. They are arranged in ascending order of difficulty.

1. Patrolling the Depths of Space

Location: Near the Dantooine System
Background: Two Rebel A-Wings are flying a patrol around an abandoned Rebel base when three Imperial TIE Fighters jump them.

Rebels (66 points).	
A-Wing A	Pilot (Plt 6, Gnr 8)
A-Wing B	Pilot (Plt 9, Gnr 5)

Imperials (70 points).	
TIE Fighter A	Pilot (Plt 4, Gnr 6)
TIE Fighter B	Pilot (Plt 8, Gnr 5)
TIE Fighter C	Pilot (Plt 6, Gnr 8)

Setup: Divide the map in half. The Rebels place their ships first on one half of the map, on the edge, while the Imperials do the same on their half of the map.
Victory Conditions: The Rebels can withdraw at any time, although this gives an Imperial victory. Otherwise, the side with the last ship left wins.

2. The Liberation of Syruss

Location: The Syruss System
Background: A Rebel strike force is launched against an Imperial station. The Empire scrambles all of its available fighters to counter the attack.

Rebels (184 points):	
Y-Wing	Pilot (Plt 6, Gnr 7)
	Gunner (Gnr 6)
X-Wing A	Pilot (Plt 7, Gnr 5)
X-Wing B	Pilot (Plt 5, Gnr 8)

Imperials (185 points)	
TIE Fighter A	Pilot (Plt 9, Gnr 5)
TIE Fighter B	Pilot (Plt 4, Gnr 10)
TIE Fighter C	Pilot (Plt 6, Gnr 7)
TIE Fighter D	Pilot (Plt 5, Gnr 8)
TIE Bomber A	Pilot (Plt 4, Gnr 4)
TIE Bomber B	Pilot (Plt 7, Gnr 6)

Setup: The Rebels set up on one edge of the map; the Imperials can place their ships anywhere on their half of the map. The Imperials place their ships first.
Victory Conditions: The Rebels win if the Y-Wing can exit the map on the Imperial side. The Empire wins if they destroy the Y-Wing.

3. Dark Lord of the Sith

Location: The Dantooine System
Background: Darth Vader decides to take matters into his own hands and crush a Rebel outpost.

Imperials (332 points):	
Vader's TIE Adv.	Pilot (Plt 10, Gnr 10)
TIE Interceptor A	Pilot (Plt 6, Gnr 6)
TIE Interceptor B	Pilot (Plt 8, Gnr 9)
TIE Interceptor C	Pilot (Plt 7, Gnr 7)
TIE Interceptor D	Pilot (Plt 6, Gnr 4)
TIE Bomber A	Pilot (Plt 4, Gnr 5)
TIE Bomber B	Pilot (Plt 3, Gnr 5)
TIE Fighter A	Pilot (Plt 8, Gnr 8)
TIE Fighter B	Pilot (Plt 5, Gnr 4)
TIE Fighter C	Pilot (Plt 6, Gnr 9)
TIE Fighter D	Pilot (Plt 5, Gnr 6)

Rebels (332 points):	
X-Wing A	Pilot (Plt 9, Gnr 10)
X-Wing B	Pilot (Plt 7, Gnr 7)
Y-Wing A	Pilot (Plt 5, Gnr 6)
	Gunner (Gnr 8)
A-Wing A	Pilot (Plt 8, Gnr 7)
A-Wing B	Pilot (Plt 6, Gnr 7)
B-Wing	Pilot (Plt 5, Gnr 9)

Setup: The Rebels set up anywhere on one half of the map; the Imperials can place their ships on their half of the map in the first three hex rows. The Rebels place their ships first.
Victory Conditions: The Imperials win if they destroy every opponent; likewise the Rebels win if they destroy or rout the Imperials. Incidentally, if for some reason Vader's TIE Advanced ship is destroyed, assume that Darth Vader ejected and successfully escapes capture by the Rebels. After all, he is the Dark Lord of the Sith!

It's Called Silent Death for a Reason

As you'll learn after playing one or two games of *Silent Death*, combat is dangerous. The scale is such that a starship the heroes spent all their credits on could be space dust in the blink of an eye. While *Silent Death* isn't meant to be an alternative to the starship combat system in the *Star Wars Roleplaying Game* Core Rulebook, you can adapt your heroes to fly in *Silent Death*. Here are some guidelines for doing so.

Piloting and Gunnery Skills

To convert your hero's d20 statistics to *Silent Death* statistics, you first need to know two things: the hero's Pilot skill and ranged attack bonus (as defined in the *Star Wars Roleplaying Game*).

An RPG hero's Piloting skill is:
Pilot skill bonus (including Dexterity and miscellaneous modifiers)/2 – 1

An RPG hero's Gunnery skill is:
Ranged attack bonus (including Dexterity and miscellaneous modifiers)/2

Silent Death

Silent Death Online

By Douglas E. Wilson

I'd heard that *Silent Death* was a starship combat game. I even knew that *Star Wars Gamer* was working on a *Star Wars* variant of the board game for this issue. So, being an AOL user, I hit the keyword ("Silent Death") and plunged into the *Silent Death* universe, encountering some of the familiar factions from the board game universe—all hell-bent on colonization and control.

Fighting Irish: The fleet of the Hibernia Freehold repels forces from the Houses Tokugawa and Red Star.

To my surprise, I discovered that even though the game is all about space combat, it also has many elements of a roleplaying game. One must pay one's dues to get bigger ships and a better reputation. To some degree, "newbies" or lower ability characters merely get in the way. Initially, you feel like you're leading rowboats against battleships. I was annihilated so many times that the "Big Gun" of the Hibernia Freehold kept accusing enemy dreadnoughts of killing his babies.

I wish they had a beginner's sector where you could fight lesser ships before moving into the big time, but fortunately for me, I found a tactic that worked. I took my little craft in behind a screen of more powerful Hibernia Freehold ships. While the enemies confronted more formidable vessels, I managed to sneak in with my mini-cannon and vaporize portions of the enemy's space stations. I might never be Luke Skywalker, but I've had enough fun to encourage other AOL users to hit the keyword and get ready to face *Silent Death* online! *(By the time this issue hits the newsstands, anyone should be able to play "Silent Death" online using www.ea.com —Ed.)*

Piloting and Gunnery skills in *Silent Death* cannot be less than 1 or higher than 10.

An RPG pilot without the Starship Dodge feat suffers an additional –2 penalty when dodging warheads aboard a starfighter (see the Warhead Results Phase). A similar penalty applies to pilots who fly YT-1300 transports and similar ships without the Starship Dodge (space transports) feat.

An RPG pilot or gunner without the Starship Operation (starfighter) feat suffers a –2 penalty to-hit with cannon weapons aboard a starfighter. A similar penalty applies to pilots and gunners who attempt to fire cannons on YT-1300 transports and similar ships without the Starship Operation (space transports) feat.

Injury and Death

Crew members in *Silent Death* are not as important as heroes in the *Star Wars Roleplaying Game*. When a ship is destroyed in *Silent Death*, its crew members are lost as well. Before placing your beloved roleplaying game heroes at such risk, consider the following changes:

Critical Hits

A pilot or gunner who is instantly "killed" by a critical hit is instead reduced to zero wound points. The hero must succeed at a Fortitude saving throw (DC 10) or die. Use the rules on page 131 of the Core Rulebook to determine whether the hero stabilizes or continues dying.

When a ship suffers a reactor hit due to a critical hit, it is destroyed. Allow the crew members aboard the ship a chance to eject safely. If a hero succeeds at a Reflex saving throw (DC 20), she ejects in the nick of time, loses all vitality points, and is fatigued (see page 131 of the Core Rulebook). Otherwise, assume that the hero is killed in the blast.

Starship Destroyed

When a starship is destroyed by crossing out the last box of its damage track, it is not necessarily gone. Typically it breaks up in a way that doesn't prevent other ships from passing through the hex it once occupied. If the heroes onboard are not wearing protective suits, they die. If they are, there is a chance they'll be injured.

Crossing out the last box of a starship's damage track deals 3D6 points of wound damage to the ship's crew members. All heroes (even unconscious or stunned ones) attempt a Reflex saving throw (DC 15) to apply the damage to vitality instead. If the attempt fails by more than 10, the hero's suit ruptures, leaving the character dead in 1d10 rounds due to exposure to vacuum.

YT-1300 Transport

Below is a *Silent Death* Ship Display for that ever-popular hunk o' junk, the YT-1300 transport. It's not nearly as durable as the *Millennium Falcon*, so don't be surprised if it doesn't fare quite so well against TIE Fighters from the Death Star!

YT-1300 TRANSPORT — BPV: 55

Crew Pilot: PLT:, GNR:
Crew Gunner: GNR:

Main Weapon:
Laser Cannon (360°)
2D8 FADB
Low
Range: 5/0/10

Defensive Value: 12
Damage Reduction: 4

Drive: 14
Tight Turn Cost: +3

Dam Con: 3–4

Critical Hits

2. "I've got a problem here." Pilot killed. YT-1300 can take no further actions. DV is 5.
3. Main computer hit. Damage Control can no longer be used.
4. Laser Cannons overheat. Cannot fire until after the end of next turn.
5. Targeting computer damaged. Modify all to-hits by +1.
6. Laser Cannon turret jammed. Fire arc is now F, FQL, FQL.
7. Armored hull absorbs extra damage.
8. Engine sputters. Reduce Drive by 3 until the end of next turn.
9. Laser Cannon turret jammed. Fire arc is now R, RQR, RQL.
10. Stabilizer comes loose. Reduce DV by 3.
11. Pilot Dazed. YT-1300 may not move until after the end of the next turn.
12. Reactor hit. YT-1300 destroyed.

Damage Track

X-WING FIGHTER

BPV: 40

Pilot Weapon:

QUAD LASER
CANNONS (F)
2DB+ADD (x4)
Low or
2DB+ADD+1 (x2)
Low+1 or
2DB+ADD+3
Low+3
RANGE: 3/9/10

DEFENSIVE
VALUE:
14

DAMAGE
REDUCTION:
2

DRIVE: 14

TIGHT
TURN COST: +3

TPV:

Crew: Pilot

PLT:

GNR:

PROTON
TORPEDOES:
○ ○ ○
○ ○ ○

DAM CON: 1–4
JAMMER: 1–2

Critical Hits

2 "I've got a problem here." Pilot
   Killed. X-Wing can take no further
   actions. DV is 5.
3 R2 unit hit. Damage Control can no
   longer be used.
4 Cannons overheat. Cannot fire until
   after the end of next turn.
5 Proton Torpedoes hit. Jettison all
   remaining torpedoes.
6 Shield's damaged. Reduce DV by 2.
7 Targeting computer damaged.
   Modify all To-Hits by –1.
8 Engine sputters. Reduce Drive by 3
   until the end of next turn.
9 Jammer hit. X-Wing may no longer
   jam warheads.
10 Stabilizer comes loose. Reduce
   DV by 2.
11 Pilot dazed. X-Wing may not move
   or fire until after the end of the
   next turn.
12 Reactor hit. X-Wing destroyed.

Damage Track

		14			t	12	◇ 2	t	10	*
t	8	t	◇ 1		6	t	w	4	t	X

Y-WING FIGHTER

BPV: 57

Pilot Weapon:

TWIN LASER
CANNON (F)
2DB+ADD (x2)
Low or
2DB+ADD+1
Low+1
RANGE: 3/9/10
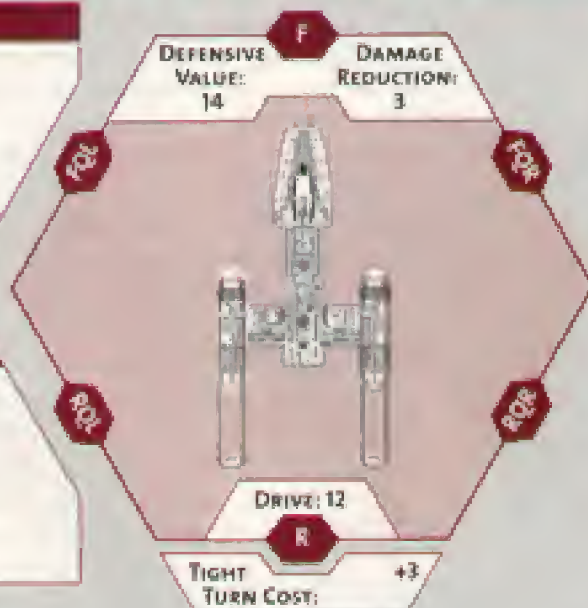
Gunner Weapon:

TWIN ION
CANNON (360°)
2D6+ADB (x2)
Medium* or
2D6+ADB+1
Medium +2*
RANGE: 2/5/9

DEFENSIVE
VALUE:
14

DAMAGE
REDUCTION:
3

DRIVE: 12

TIGHT
TURN COST: +3

TPV:

Crew: Pilot

PLT:

GNR:

Crew: Gunner

GNR:

PROTON
TORPEDOES:
○ ○ ○
○ ○ ○

DAM CON: 1–4
JAMMER: 1–2

Critical Hits

2 "I've got a problem here." Pilot
   Killed. Y-Wing can take no further
   actions. DV is 5.
3 R2 unit hit. Damage Control can
   no longer be used.
4 Laser Cannons overheat. Cannot
   fire until after the end of next turn.
5 Proton Torpedoes hit. Jettison all
   remaining torpedoes.
6 Shield's damaged. Reduce DV by 1.
7 Targeting computer damaged.
   Modify all To-Hits by –1.
8 Engine sputters. Reduce Drive by 3
   until the end of next turn.
9 Ion Cannon turret jammed. Fire
   arc is now R, RQR, RQL.
10 Jammer hit. Y-Wing may no lon
   ger jam warheads.
11 Gunner Killed. Ion Cannons can
   not fire.
12 Reactor hit. Y-Wing destroyed.

* Ion weapons do half damage
(round up) and only mark off Drive and
weapon boxes.

Damage Track

			◇ 3	t	12			10	t
	w	*	t	8	◇ 2	t	6	t	W
4		*	◇ 1	t			2		x

A-WING FIGHTER

BPU: 19

TPV:	
Crew: Pilot	
PLT:	
GNR:	

Pilot Weapon:

TWIN LASER
CANNON (F)
2D8+ (x2)
Low or
2D8+ +1
Low+1
RANGE: 3/9/10

DEFENSIVE VALUE: 15

DAMAGE REDUCTION: 1

DRIVE: 19

TIGHT TURN COST: +3

CONCUSSION MISSILES:
○ ○ ○ ○

DAM CON: 1-2
JAMMER: 1-2

Damage Track

19	t	15	◇1	11	*	7	w		X

Critical Hits

2 "Yeeeaaarrggghl" Pilot Killed. A-Wing can take no further actions. DV is 5.
3 Damage Control unit hit. A-Wing may no longer use Damage Control
4 Laser Cannons overheat. Cannot fire until after the end of next turn.
5 Concussion Missiles hit. Jettison all remaining missiles.
6 Shield's damaged. Reduce DV by 1.
7 Targeting computer damaged. Modify all To-Hits by −1.
8 Engine sputters. Reduce Drive by 3 until the end of next turn.
9 Controls Damaged. All turns cost an additional movement point.
10 Jammer hit. A-Wing may no longer jam warheads.
11 Pilot Dazed. A-Wing may not move or fire until after the end of the next turn.
12 Reactor hit. A-Wing destroyed.

B-WING FIGHTER

BPU: 71

TPV:	
Crew: Pilot	
PLT:	
GNR:	

Pilot Weapon:

TRIPLE ION
CANNON (F)
2D6+ (x3)
Medium* or
2D6+ +2
Medium +4*
RANGE: 2/6/10

Pilot Weapon:

TWIN AUTO
BLASTERS (F)
2D6+ (x3)
Medium* or
2D6+ +2
Medium +4*
RANGE: 2/6/10

DEFENSIVE VALUE: 14

DAMAGE REDUCTION: 3

DRIVE: 14

TIGHT TURN COST: +3

Pilot Weapon:

TWIN AUTO
BLASTERS (F)
2D6+ (x3)
Medium* or
2D6+ +2
Medium +4*
RANGE: 2/6/10

PROTON TORPEDOES:
○ ○ ○ ○
○ ○ ○ ○

DAM CON: 1-2
JAMMER: 1-2

Damage Track

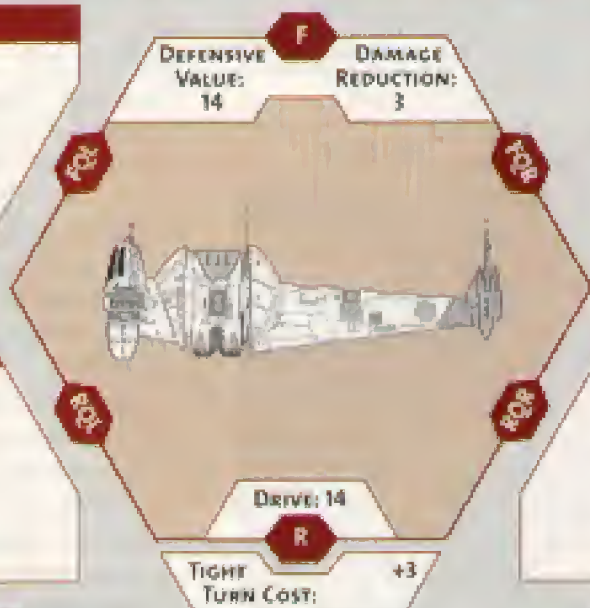| W			t	13		t			◇3
	11		t	w	*	9			◇2
W			7	t	*		t	t	5
◇1		t		w	3				X

Critical Hits

2 Pilot Killed. B-Wing can take no further actions. DV is 5.
3 Ship gyroscopic rotator damaged. All turns cost 1 additional point.
4 Laser targeter hit. Modify all to-hits by −2.
5 Proton Torpedoes hit. Jettison all remaining torpedoes.
6 Shield's damaged. Reduce Defensive Value by 1.
7 Clang. No appreciable damage.
8 Engine sputters. Reduce Drive by 3 until the end of next turn.
9 Auto-Blasters hit. Change damage from Medium to Low.
10 Jammer hit. B-Wing may no longer jam warheads.
11 S-Foils jammed. May only fire one Ion Cannon.
12 Reactor hit. B-Wing destroyed.

* Ion weapons do half damage (round up) and only mark off Drive and weapon boxes.

✪ TIE FIGHTER

BPV: 11

TPV:	
Crew: Pilot	
PLT:	
GNR:	

Pilot Weapon:

TWIN LASER
CANNON (F)
2DB+ ... (x2)
Low or
2DB+ ... +1
Low+1
RANGE: 3/9/10

DEFENSIVE
VALUE:
14

DAMAGE
REDUCTION:
1

F

FQL   FQR

LQL   RQR

DRIVE: 15

R

TIGHT
TURN COST: +3

Damage Track

15	◇	11	*	w	7	X

DAM CON: 1–2
JAMMER: 1–2

Critical Hit

2 **Boom.** Pilot killed. TIE Fighter can take no further actions. DV is 5.

3 **Structural damage.** Mark 1D4 more boxes as damaged.

4 **Damage control computer hit.** TIE Fighter can no longer attempt Damage Control.

5 **Controls unresponsive.** Reduce DV by 2.

6 **Twin Laser Cannons hit.** Modify To-Hit by −1.

7 **Adjusting targeting computer.** TIE Fighter may not fire until the end of next turn.

8 **Engine sputters.** Reduce Drive by 3 until the end of next turn.

9 **Jammer hit.** TIE Fighter may no longer jam warheads.

10 **Solar panel damaged.** All turns cost an additional movement point.

11 **Pilot dazed.** TIE Fighter may not move or fire until after the end of the next turn.

12 **Reactor hit.** TIE Fighter destroyed.

✪ TIE INTERCEPTOR

BPV: 14

TPV:	
Crew: Pilot	
PLT:	
GNR:	

Pilot Weapon:

QUAD LASER
CANNONS (F)
2DB+ ... (x4)
Low or
2DB+ ... +1 (x2)
Low+1 or
2DB+ ... +3
Low+3
RANGE: 3/9/10

DEFENSIVE
VALUE:
15

DAMAGE
REDUCTION:
1

F

FQL   FQR

LQL   RQR

DRIVE: 18

R

TIGHT
TURN COST: +3

Damage Track

15	◇	11	*	w	7	

DAM CON: 1–2
JAMMER: 1

Critical Hits

2 **Boom.** Pilot killed. Interceptor can take no further actions. DV is 5.

3 **Structural damage.** Mark 1D4 more boxes as damaged.

4 **Damage control computer hit.** Interceptor can no longer attempt Damage Control.

5 **Controls unresponsive.** Reduce DV by 2.

6 **Quad Laser Cannons hit.** Modify To-Hit by −1.

7 **Adjusting targeting computer.** Interceptor may not fire until the end of next turn.

8 **Engine sputters.** Reduce Drive by 3 until the end of next turn.

9 **Jammer hit.** Interceptor may no longer jam warheads.

10 **Solar panel damaged.** All turns cost an additional movement point.

11 **Pilot dazed.** Interceptor may not move or fire until after the end of the next turn.
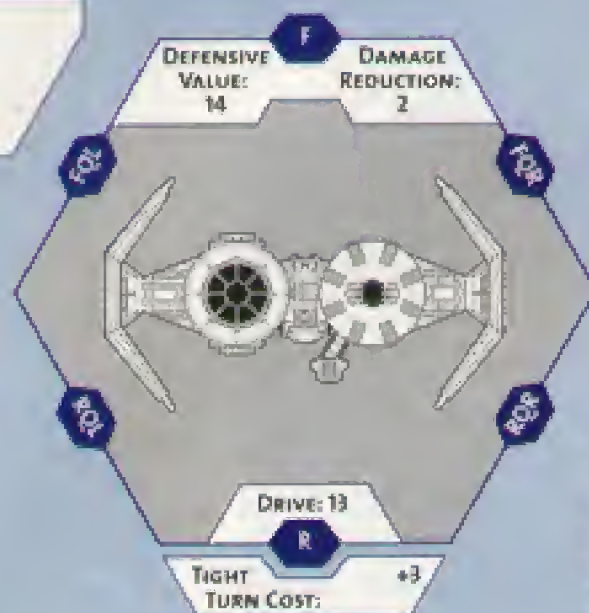
12 **Reactor hit.** Interceptor destroyed.

TIE BOMBER

Pilot Weapon:

LASER
CANNON (F)
2D8+AIR
LOW
RANGE: 3/9/10

TPV:	
Crew: Pilot	
PLT:	
GNR:	

DEFENSIVE
VALUE:
14

DAMAGE
REDUCTION:
2

F

FQL FQR

RQL RQR

DRIVE: 13

R

TIGHT
TURN COST: +3

PROTON
TORPEDOES:
○○○○○
○○○○○
○○○○○
○○○○○

Damage Track

t	t	13	t	t	11	◇2	t	9	t
t	7	*	◇1	5	t	w	3	t	X

DAM CON: 1-2
JAMMER: 1-4

Critical Hit

2 **Boom.** Pilot killed. Bomber can take no further actions. DV is 5.

3 **Structural damage.** Mark 1D4 more boxes as damaged.

4 **Damage control computer hit.** Bomber can no longer attempt Damage Control.

5 **Controls unresponsive.** Reduce DV by 2.

6 **Targeting sensor hit.** Bomber may not fire warheads until the end of next turn

7 **Armored cockpit absorbs extra damage.**

8 **Adjusting targeting computer.** TIE Bomber may not fire until the end of next turn.

9 **Engine sputters.** Reduce Drive by 3 until the end of next turn.

10 **Jammer hit.** TIE Bomber may no longer jam warheads.

11 **Solar panel damaged.** All turns cost an additional movement point.

12 **Reactor hit.** TIE Bomber destroyed.

Vader's TIE FIGHTER
(TIE Advanced Prototype X-1)

Pilot Weapon:

TWIN LASER
CANNON (F)
2D8+AIR (x2)
Low or
2D8+AIR+1
Low+1
RANGE: 3/9/10

TPV:	
Crew: Pilot	
PLT:	
GNR:	

DEFENSIVE
VALUE:
16

DAMAGE
REDUCTION:
3

F

FQL FQR

RQL RQR

DRIVE: 16

R

TIGHT
TURN COST: +3

Damage Track

	16		14	◇3	12			10	
8		◇2	6	◇1	*	w	4	Z	X

DAM CON: 1-3
JAMMER: 1-3

Critical Hits

2 **Boom.** Pilot killed. TIE Fighter can take no further actions. DV is 5.

3 **Structural damage.** Mark 1D4 more boxes as damaged.

4 **Damage control computer hit.** TIE Fighter can no longer attempt Damage Control.

5 **Controls unresponsive.** Reduce DV by 2.
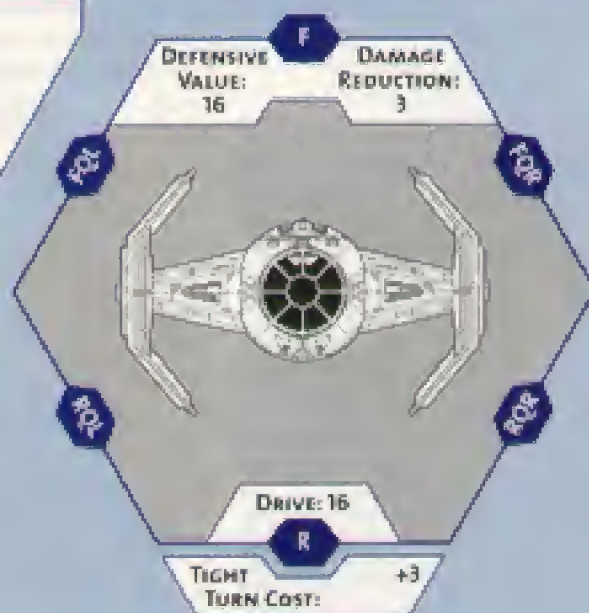
6 **Twin Laser Cannons hit.** Modify To-Hit by -1.

7 **Armored cockpit absorbs extra damage.**

8 **Adjusting targeting computer.** TIE Fighter may not fire until the end of next turn.

9 **Engine sputters.** Reduce Drive by 3 until the end of next turn.

10 **Jammer hit.** TIE Fighter may no longer jam warheads.

11 **Solar panel damaged.** All turns cost an additional movement point.

12 **Reactor hit.** TIE Fighter destroyed.

THE FORCE OF MUSIC

Creating Your Own Adventure Soundtrack

BY PETER SCHWEIGHOFER

Musical soundtracks play a primary role in how we enjoy movies. In cinematic experiences like the STAR WARS Roleplaying Game, music can enhance the atmosphere, action, and excitement in the same way it does on the silver screen.

When we experience a film, we don't just watch the action, we also listen to it. Character dialog helps us understand the plot, Sound effects make those amazing special effects believable. Background noises create a more realistic atmosphere for fantastic settings; however, music adds an often subconscious dimension to movies that helps draw us into the action by influencing our emotions.

Perhaps the best summary of how music affects film comes from a colleague of George Lucas' who also worked with STAR WARS composer John Williams. Steven Spielberg once discussed the importance of soundtracks in film in the liner notes of the *Raiders of the Lost Ark* score. Spielberg claimed Indiana Jones survived his numerous perils by listening to the movie soundtrack. "Its sharp rhythms told him when to run. Its slicing strings told him when to duck. Its several integrated themes told adventurer Jones when to kiss the heroine or smash the enemy."

John Williams' film scores are packed with leitmotifs—short musical themes—that define what we're watching on screen. The easiest one to identify in *Star Wars* is the Imperial March, but others help introduce individual characters like Yoda, Princess Leia, and the Emperor; aliens such as Jawas, Hutts, and Ewoks; locations like Tatooine, Naboo, and Coruscant; and even concepts like the Force. Every time we watch the movie and hear individual themes, the visual action, music, and emotion subconsciously bond in our minds.

You can use that subconscious link to help enhance your *Star Wars Roleplaying Game* sessions by creating a musical score for your adventures from the existing *Star Wars* film soundtracks.

How Film Music Works

Film soundtracks rely on those leitmotifs that particularly fill the STAR WARS scores. You can use these themes to influence your game. Each theme corresponds to a character, location, concept, or event in the movies. Can you hear the **Imperial March** and not think of Darth Vader? Can you listen to **Duel of the Fates** and not envision the desperate struggle against Darth Maul? Who doesn't think of the Mos Eisley cantina when they hear the **Cantina Band** music?

You and your players don't have to be musical experts to appreciate this; everyone just has to have seen the *Star Wars* films at some point. Even if they haven't, the natural texture expressed in the music helps create an atmosphere appropriate to the scene. The thumping rhythms of the **Battle of Hoth** music simulate the slow-marching AT-ATs as they plod relentlessly toward the Rebel base. The rising chorus and furious strings in **Duel of the Fates** build the tension in the climactic lightsaber duel. The blaring trumpet fanfare in **The Battle of Yavin** boldly declares the Rebel pilots' determination to destroy the first Death Star. You can use those associations to bring those musical emotions into scenes within your own game.

When reviewing your adventure, ask yourself one question: What scenes in this scenario are similar to sequences in the *Star Wars* films? Need music for a TIE fighter dogfight? Try playing the same score used when the *Millennium Falcon* fends off the TIE fighters as it escapes the Death Star in *A New Hope*. Looking for some mood music to announce the heroes' arrival on a prestigious luxury world? Play the soundtrack that accompanies the scenes when Han and Leia visit Cloud City. Must your characters face some hideous monster in gladiatorial combat? Use the music from Luke

Skywalker's fight with the rancor beneath Jabba's palace.

When you play these pieces during the game, the soundtrack fits the action in the scene. Whether or not your players consciously know the music, they'll feel the same excitement they did when they first heard it in theaters.

There's a lot more to using film soundtracks in your game than this, but that's the basic concept. Identifying the music you want for your game can become a bit more complex, but it's all part of the exciting process of scoring your game scenario with film music.

Fast Tracks

Below you'll find appropriate music selections for several common situations in Star Wars games. If you're in a hurry and need to find a quick soundtrack to your adventure, just determine the category below that fits the encounter and use some of that music to add a new depth to your game.

ALIEN ENCOUNTERS

Aliens are common elements in Star Wars scenarios. Interacting with them—whether they're aliens common to the galaxy or previously undiscovered—presents an interesting and sometimes humorous challenge.

- Jar Jar's Introduction (The Phantom Menace, track 4, end at 1:22)
- The Dune Sea of Tatooine/Jawa Sandcrawler (Star Wars, CD1, track 4)
- The Moisture Farm (Star Wars, CD1, track 5)
- Arrival on Dagobah (The Empire Strikes Back, CD1, track 7)
- Ewok Feast/Part of the Tribe (Return of the Jedi, CD2, track 11)

BLASTER FIGHTS AND GROUND BATTLES

You can use this music to add more tension to small blaster skirmishes or entire ground battles against towering AT-ATs. The score includes swift sequences to simulate daring attacks, menacing themes to emphasize the enemy onslaught, and the ever-present heroic Star Wars music for those climactic moments.

- The Sith Spacecraft and The Droid Battle (The Phantom Menace, track 5)
- Imperial Attack (Star Wars, CD1, track 3)

- Detention Block Ambush (Star Wars, CD2, track 5, begin at 1:50)
- Shootout in the Cell Bay (Star Wars, CD2, track 6, end at 2:12).
- Chasm Crossfire (Star Wars, CD2, track 8, begin at 2:01)
- The Battle of Hoth (The Empire Strikes Back, CD1, track 5, begin at 2:05)
- Sail Barge Assault (Return of the Jedi, CD1, track 7, begin at 0:58)
- The Battle of Endor I (Return of the Jedi, CD2, track 5)

CANTINA VISIT

The heroes mingle with exotic cantina patrons, seeking the person who can help them fulfill their mission. Music brings life to night clubs, often providing a melodic din that helps mask casual conversation from eavesdroppers.*

- Cantina Band (Star Wars, CD1, track 11)
- Cantina Band #2 (Star Wars, CD1, track 12)
- Jabba's Baroque Recital (Return of the Jedi, CD1, track 13)
- Jedi Rocks (Return of the Jedi, CD1, track 14)
- Mos Espa Arena Band (The Phantom Menace Ultimate Edition, CD1, track 29)

* Missing from this list is Lapti Nek, the original song used for the Jabba's palace sequence, replaced in the Special Edition by Jedi Rocks. You can find Lapti Nek on earlier Return of the Jedi soundtracks.

CHASES

The swift melodies of chase music propels the action, giving players a sense of speed, while the menacing themes intensify the threat posed by their pursuers.

- Panaka and the Queen's Protectors (The Phantom Menace, track 12)
- The Millennium Falcon/Imperial Cruiser Pursuit (Star Wars, CD2, track 2, begin at 1:34)
- Hyperspace (The Empire Strikes Back, CD2, track 11, begin at 2:24)
- The Battle of Endor III (Return of the Jedi, CD2, track 8, end at 1:58)

ENEMY ENTANGLEMENTS

Play this music while you describe the enemy forces before the players, giving them a sense of the adversary's strength and the imminent threat it poses.

- Imperial Attack (Star Wars, CD1, track 3, end at 1:00)
- The Death Star/Imperial Stormtroopers (Star Wars, CD2, track 4)
- Aboard the Executor (The Empire Strikes Back, CD1, track 4, begin at 1:14).
- Imperial Starfleet Deployed (The Empire Strikes Back, CD2, track 5, end at 1:14)
- Shuttle Tydirium Approaches Endor (Return of the Jedi, CD1, track 10)
- Emperor's Throne Room (Return of the Jedi, CD2, track 4)

FANTASTIC VISTAS

The heroes overlook an amazing view of the region they're about to enter—like Luke and Ben Kenobi peering over Mos Eisley starport

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Soundtrack Notation

Throughout this article you'll find suggested Star Wars musical selections mentioned by title. To help you find and use these in your game, notations in parentheses provide the CD name and number, track number, and any timing notes. If you wanted to start your game scenario with a triumphant Star Wars flourish followed by an Imperial attack, you might use Main Title/Rebel Blockade Runner (Star Wars, CD1, track 2). If you needed music to introduce a menacing Imperial adversary, you can use Imperial Starfleet Deployed (The Empire Strikes Back, CD2, track 5, end at 1:14).

The compact discs for the Special Edition releases are the most comprehensive collections of music for Star Wars, The Empire Strikes Back, and Return of the Jedi—they're the ones referred to throughout this article. You can still find those and the original The Phantom Menace soundtrack in many music stores, or order them online from book or compact disc distributors. It'll be easier to find The Phantom Menace Ultimate Edition soundtrack. If you have earlier versions of the Star Wars soundtracks, you can use the track titles mentioned in the text and the CD liner notes to find the right music.

THE FORCE OF MUSIC

from a nearby cliff, or the view as ships descend into Coruscant. Music can help you impart a sense of wonder to players as you describe these "matte painting moments."

- **The Arrival at Naboo** (*The Phantom Menace*, track 1, begin at 1:48)
- **The Swim to Otoh Gunga** (*The Phantom Menace*, track 4, begin at 1:22)
- **The Dune Sea of Tatooine/Jawa Sandcrawler** (*Star Wars*, CD1, track 4)
- **Mos Eisley Spaceport** (*Star Wars*, CD1, track 10)
- **Princess Leia's Theme** (*Star Wars*, CD2, track 1)
- **The City in the Clouds** (*The Empire Strikes Back*, CD2, track 5, begin at 3:44)
- **Anakin and Group to Coruscant** (*The Phantom Menace* Ultimate Edition, CD2, track 3)

JEDI CONFRONTATION

Use this music's slicing strings, curt melodies and ominous enemy themes when your Jedi hero faces off against his evil nemesis.

- **Duel of the Fates** (*The Phantom Menace*, track 2)
- **Qui-Gon's Noble End** (*The Phantom Menace*, track 15)
- **The Magic Tree** (*The Empire Strikes Back*, CD1, track 11, begin at 2:14)
- **The Clash of Lightsabers** (*The Empire Strikes Back*, CD2, track 10)
- **The Battle of Endor II** (*Return of the Jedi*, CD2, track 7, begin at 3:50)
- **Qui-Gon and Darth Maul Meet** (*The Phantom Menace* Ultimate Edition, CD2, track 2)

STARSHIP BATTLES

Soaring tunes give a sense of escape and wild maneuvers, while sharp rhythms emphasize blaster shots and explosions. Many feature heroic themes for the climactic moments. Be sure to listen to each track and see if you can time the climax of your starfighter battle to the climax in the music.

- **Panaka and the Queen's Protectors** (*The Phantom Menace*, track 12)
- **Ben Kenobi's Death/TIE Fighter Attack** (*Star Wars*, CD2, track 9, begin at 1:32)
- **The Battle of Yavin** (*Star Wars*, CD2, track 10)
- **The Asteroid Field** (*The Empire Strikes Back*, CD1, track 6)

- **Attacking A Star Destroyer** (*The Empire Strikes Back*, CD2, track 3)

CELEBRATION MUSIC

When the heroes are rewarded for their heroic deeds, celebratory music can make the players feel that their sacrifices are truly appreciated. Even though many of their comrades died during climacting battles, the survivors still managed to keep their spirits high with these majestic overtures.

- **Victory Celebration/End Title** (*Return of the Jedi*, CD2, track 10)
- **The Parade** (*The Phantom Menace* Ultimate Edition, CD2, track 31)
- **Throne Room/End Title** (*Star Wars*, CD2, track 11)

Other Soundtracks

You might not want to limit yourself to using only the *Star Wars* soundtracks for your games. Many films (and their music) have similar elements you might use to further enhance your roleplaying game experience. When you go to the movies, make sure you're aware of how the soundtrack affects your experience.

Classical music can also provide inspiration. Many of the styles and the concept of musical themes were developed by composers of the 19th century. Try listening to classical music, particularly pieces by composers like Wagner, Tchaikovsky, Rimsky-Korsakoff, and others of that era. The liner notes for the *Star Wars* CDs list composers and pieces that contributed to the scoring of the films. Notes for other movies' soundtracks can also indicate musical pieces that inspired the film composer.

Preparation

Any good musician prepares before she performs—running music as part of your game is no different. Familiarize yourself with the film soundtracks so you can pick the best music for the scenes in your adventures. Listen to that music to know when to start it during the scenario, how long it runs (and whether to repeat it should the scene run longer), and if you need to start or end it at a particular point before it runs into a new theme.

The first step is listening to the soundtrack. Identify for yourself some of those musical themes, noting what characters,

action, and locations they help define. Note those tracks you might use frequently for events that occur most often in adventures (blaster fights, starfighter battles, lightsaber duels).

Listen to the music while you read the *Star Wars Roleplaying Game* rules, as you peruse a published scenario you'd like to run, or sketch out ideas for your own villains, settings, and adventure plots. You might also find it helpful to read the liner notes for the soundtracks. These provide insight into where certain music was used in the films, what specific scenes it covers, and whether certain themes and music has been merged into one track. The liner notes also help you identify what themes follow which actions in the films.

To better attune yourself to how the soundtrack affects the action, watch the *Star Wars* films again once you're familiar with the music. Note how the music enhances the action on screen and influences your emotions. Are you thrilled, frightened, intimidated, or amused? Watch how the music's tempo corresponds to the sense of speed conveyed on screen. Ask yourself how certain music can help enhance the players' emotions during your game.

Once you're familiar with the music, you'll want to select specific pieces for your scenario. Read the adventure, then jump around to different tracks you think might be appropriate for various scenes. Listen to the music as you read the adventure text or review your notes for that sequence. Does the soundtrack convey the right mood you want to create for your players? Line up some tracks, then listen to them in order as you design your adventure or review a prepared scenario. Note in the margins or on a separate piece of scrap paper which track you want to play for which scenes.

You don't need music for every scene. Choose tracks to enhance the most pivotal, exciting sequences in the adventure. You don't have to find music to accompany the heroes if they spend a scene wandering through a starport without any important encounters, but you'll want to find a track to play when a band of bounty hunters ambushes them, or when they blast off in their ship and fend off pursuing TIE fighters.

Make sure you have appropriate music for the adventure climax. Some of the

longest tracks in the *Star Wars* score accompany climactic battles. As the high points of each movie, these scenes use music to intensify the action on screen and draw listeners into the emotion and thrill of the final confrontations. Find an appropriate track to infuse your adventure's climactic moment with more excitement.

Finally, rehearse using your soundtrack. Read the adventure and play the music at the appropriate points. Practice starting or ending certain tracks using the CD player's timer if certain pieces blend into others you don't want to use. Don't hesitate to change tracks if one doesn't seem right for a scene and you can find another. This is also a good chance for you to review what's in the scenario you'll be running, and get in the mood by absorbing some suitable *Star Wars* music.

Running a Soundtrack

Now that you're finished preparing, it's time to run the game. Playing *Star Wars* as a GM and coordinating a soundtrack can be a delicate balancing act, but the extra effort can improve the game experience for everyone.

Make sure you have a CD player at your gaming location. You can use a small personal CD player with speakers added, a portable CD player console, or a CD player hooked into a larger stereo system. If you're jumping around to various tracks on different CDs, you might use one of those stereo CD players that can hold multiple disks.

When you reach the part of the adventure with the soundtrack, just engage the CD player and run the appropriate track. Listen to know when the piece ends, and prepare yourself to jump back to the beginning so the music continues throughout the sequence. (Some CD players allow you to program a track to repeat indefinitely.) If after setting the scene for the encounter you become too bogged down running game mechanics, don't worry about timing and repeating the music—just let it go. You've done enough to give the players a sense of atmosphere and excitement.

Be careful not to let the soundtrack dominate the game. Make sure everyone can hear you and that you can hear all your players. If the music interferes with communication, turn down the volume or shut it off for a moment.

You might find it difficult to juggle your GM duties and handle the soundtrack. Try some of the strategies below to make playing the music less complicated:

- Play each track only once at the beginning of the appropriate scenes—when you're describing what's going on—then turn it off while you play through the game mechanics.
- Let a player or a GM aide run the soundtrack according to your adventure notes (like the sample outline above) and signals from you during the game.

- If this all seems a bit too complicated (and it can be at times), don't worry about what tracks to play, just let the *Star Wars* soundtrack play itself out in the background.

You don't have to be a musician or a maestro to understand how movie soundtracks work, you just need a few compact discs, some time and patience to listen carefully to the music, and a sense of what makes *Star Wars* exciting. 🔲

Sample Soundtrack Notes

Here are some basic soundtrack notes keyed to events in an adventure. The outline belongs to a more substantial scenario, but it gives you a general idea how you can quickly figure which tracks to play during encounters in your game. You can use this format to quickly score music to published adventures or those you create yourself.

- Star destroyer attacks heroes: **The Asteroid Field** (*The Empire Strikes Back*, CD1, track 6).
- Ship sustains damage, heroes crash land on strange planet: **Attacking a Star Destroyer** (*The Empire Strikes Back*, CD2, track 3).
- Explore strange jungle, encounter hungry creature: **Passage Through the Planet Core** (*The Phantom Menace*, track 10).
- Explore strange jungle, encounter hungry creature: **Passage Through the Planet Core** (*The Phantom Menace*, track 10).
- Sneak up and discover hidden Imperial scout base: **Aboard the *Executor*** (*The Empire Strikes Back*, CD1, track 4, begin at 1:14).
- Heroes rescue captured Rebel pilot—spotted by scouts: **Shootout in the Cell Bay** (*Star Wars*, CD2, track 6, end at 2:12).
- AT-STs and scouts chase heroes to their ship: **The Battle of Endor I** (*Return of the Jedi*, CD2, track 5).
- Blast off, TIE fighter skirmish, and escape: **Ben Kenobi's Death/TIE Fighter Attack** (*Star Wars*, CD2, track 9).

Cloud Cover

BY BILL SLAVICSEK • ILLUSTRATED BY MIKE VILARDI

ADJUSTING THE ADVENTURE

You can easily adjust the opponents to account for the power level of your heroes.

If you have fewer than four heroes, you should provide a GM character or two to help round out the party. The GM character can get involved in the opening scene, lending a hand as the heroes encounter the first Imperial agents within Cloud City. Chapter 14: Allies and Opponents of the *Star Wars Roleplaying Game* features a number of ready-to-play generic characters that you can use, including the con artist (4th-level scoundrel), the elite trooper (4th-level soldier), the gambler (4th-level scoundrel), and the thug (6th-level thug).

If there are more than four heroes in your group, or if the average hero level is greater than 6, increase the power of the opponents accordingly. Add henchmen (in the form of 2nd-level thugs or stormtroopers) or increase the level of the key opponents by one to accomplish this. Be careful, though. The adventure provides an opportunity or two for the heroes to rest and recuperate, so the opponents should work as is for a group of four 6th- to 8th-level heroes.

C*loud Cover* is a medium-length adventure for four 6th-level heroes. It involves a dangerous mission suitable for use in any Rebellion Era campaign. In this adventure, the heroes explore Cloud City to rescue a group of civilian Rebel refugees before an Imperial hit squad locates and exterminates them. The adventure works best with a group of heroes from different classes, with a wide range of skills and aptitudes between them.

GETTING STARTED

This adventure is designed to work seamlessly into an ongoing Rebellion Era campaign. It's assumed that the heroes know each other and have worked together before. They're Rebel operatives, intent on overthrowing the Empire and restoring freedom to the galaxy. This is just another mission along the way, but it has the potential to become extremely personal—and extremely dangerous.

BACKGROUND

This adventure takes place sometime between the events in the films *The Empire Strikes Back* and *Return of the Jedi*. The heroes receive a mission that, on the surface, might seem to be beneath their level of skill and expertise. Alliance High Command needs a group of operatives to meet up with and escort civilian Rebel refugees to a safe world for their protection. As the Galactic Civil War heats up, the families and friends of important Alliance leaders become targets for Imperial wrath. A group of these refugees has been collected at Cloud City, the metropolis and tibanna gas mine floating high within the atmosphere of the planet Bespin. The heroes must travel to Cloud City, make contact with the refugees, and lead them to a place of safety and security—in this case, to the safe world Kaliska, somewhere in the Mid Rim region of the galaxy. The heroes have been provided with a transport large enough to carry all of the refugees. As this adventure ends with the heroes getting their charges into the docking bay and aboard the vessel, the transport has not been included in this adventure.

Unknown to the heroes or to Alliance High Command, the Empire has learned of this migration. Imperial Command has sent a hit squad to capture these refugees in

FALLING

During the course of this adventure characters can fall off of floating platforms due to any number of mishaps. They can fail a Jump check. They can be forced off due to combat. They might be thrown off the side. They might slip while running recklessly. If a character ever falls off of a platform, allow that character a Dexterity check (DC 10) to catch hold of the side or an outcropping. If the check fails, there might still be time to recover the character while he or she drops through the endless atmosphere of Bespin, but that's up to you. As GM, you can be generous or harsh regarding the survivability of a fall through the sky, depending on how fast someone rushes to aid the falling character.

hopes of using them to locate or draw out at least some Rebel leaders. The hit squad, led by Imperial Security Bureau (ISB) agent Govin Thane, consists of a mix of Imperial operatives and hired bounty hunters. Thane and his team have no morals, no compassion, and no mercy. On two previous missions together, Thane's team has killed anyone who got in their way. In fact, they look forward to a massive slaughter as they go about accomplishing this mission. With any luck, they hope to take down as many Rebel scum as possible before they lock down the civilian traitors.

(Note that any of the members of Thane's team that survive this adventure can become recurring villains in your campaign. They can flee if the battle becomes hopeless, swearing revenge on the Rebels at some future date.)

The adventure opens with the heroes reviewing their orders as they step onto a busy promenade within Cloud City. Let them read the material presented in the datapad sidebar to the right.

ACT 1: TROUBLE IN THE CLOUDS

The first half of this adventure begins with the heroes trying to locate the Rebel operative known only as Silver Fur somewhere within Cloud City. Things quickly go wrong as the heroes discover that they aren't the only ones hoping to locate the civilian assembly—bounty hunters and Imperial agents seem to be crawling all

over the floating city. The rest of this act revolves around the heroes trying to recover Silver Fur's datacard or otherwise seeking the refugees they've come to escort to safety before the Imperial hit squad finds them.

Scene 1: Chaos on the Promenade

After parking their transport on a nearby landing pad, the heroes enter Cloud City and make their way to Promenade Level 16, Grid 10. When the lift tube doors slide open, read:

You leave Landing Pad 9, Level 24, Grid 10 and take a lift tube up to Level 16. The lift tube doors open with a whoosh of speed, revealing a bustling market with a light, airy feeling thanks to the high, vaulted ceilings and transparent panels looking out on the cloud-filled sky beyond. Crowds of people of all species walk here and there, talking, laughing, shopping, or just strolling along the pleasant promenade.

A mixed group of Humans and aliens pushes past you to catch the lift tube you rode to this level of the massive station. One alien, a female Bothan with twitching fur and darting eyes, slides close to one of you and says, "Help a girl out? I lost 2,000 credits to an idiot's array."

Give the heroes a moment to reply with the code phrase. If none of the players respond, or if they reply with anything other than the code phrase, she repeats herself. If the heroes still fail to give the proper reply, she shrugs and enters the lift tube just before the doors close.

"I guess I must have mistaken you for someone else," the Bothan says as the doors slide shut.

If the heroes respond using the correct code phrase that identifies them as Rebel operatives (see the datapad sidebar), read aloud the text in the shaded box below:

The Bothan smiles and gestures across the plaza. "Silver Fur is waiting for you

in front of Gart's Frozen Fruit Snacks," she says, slipping a holocard into the hand of whoever provided the return code phrase. "He loves the kiwik clusjo swirl" she says as she enters the next available lift tube and disappears behind the sliding doors. The holocard shows the three-dimensional image of

Cloud Cover

a dancing girl, silhouetted against the name of a dance club: The Zero-G Club.

Either way, the heroes begin to make their way deeper into the marketplace, looking for their contact. Describe the various storefronts, as discussed in the accompanying sidebar, "What's on the Promenade." Tell the players about the collection of beings walking around. It appears that the visitors to this section of Cloud City are more affluent than most of the miners and spacers seen in the station's lower levels.

PROMENADE: LEVEL 6, GRID 10

Refer to the map when examining this location key.

The "X" symbols represent crowds of people going about their business on the promenade. Each round, the crowds move 8 meters as they stroll the market.

The letters in red circles represent the key GM characters in this scene. "Z" represents the bounty hunter Zardra, who's waiting to make her move from inside Gart's Frozen Fruit Snacks. "S" represents the Bothan known as Silver Fur, the operative the heroes have come to meet. "J" represents the bounty hunter Jodo Kast, who's concealed high above the promenade, looking down from a fifth-floor window in the Grand Bespin Hotel.

A huge vestix tree grows from a massive permacrete planter in the middle of this section of the promenade, its crimson-leafed branches stretching toward the domed ceiling high above.

1. Lift tubes: The heroes emerge from Lift tube 1B.
2. The Grand Bespin: A six-story, 100-room luxury hotel that overlooks Level 16.
3. Dress for Success: A clothing shop, catering to both males and females of all species.
4. Bespin Tours: Offering guided airspeeder tours of Bespin and the exterior of Cloud City, as well as limited speeder and glider rentals for those who want to roam the gas giant on their own.
5. Gart's Frozen Fruit Snacks: Sample three-hundred-and-thirty-one different frozen concoctions made from exotic fruits from around the galaxy. Selections change daily, depending on availability.
6. Cloud City HoloVids: Featuring a large selection of holovid entertainment for rent or purchase.
7. Gale's Central Club: A popular meeting place and drinking establishment for the more wealthy visitors to Cloud City.
8. Juri's Sabacc Parlor: A gambling hall, specializing in high-stakes sabacc games.
9. The Well-Done Bantha: A fine-dining establishment, specializing in steaks and exotic dishes from all over the Outer Rim Territories.

THE ATTACK ON SILVER FUR

After a few moments of wandering, ask the players to make Spot checks against DC 15 for their heroes. Give each hero a +4 bonus for this check if they responded correctly to the female Bothan's code phrase. If any of the heroes succeed, read the following out loud:

You notice an elderly Bothan standing in front of Gart's Frozen Fruit Snacks. He is covered in silver fur and wears clothes that mark him as one of Cloud City's elite citizens. Before you can move through the crowd to reach him, the door to the snack shop slides open and a figure emerges. It's a tall Human female with long, dark hair. She tumbles out of the shop with the grace of a professional acrobat, flipping head over heels past the Bothan and grabbing his carry pouch with amazing ease. With the pouch in one hand, she slips her force pike from the sling that housed it on her back and arms herself. At the same moment, you hear the distinctive sound of a rocket engine fire somewhere behind you and to the right.

The woman with the force pike who just grabbed Silver Fur's carry pouch is Zardra, a professional bounty hunter currently working for the Imperial Security Bureau. Zardra and Silver Fur are about 30 meters or so away from the heroes when the action takes place.

The missile was fired by another bounty hunter, Jodo Kast, who's hiding above in a room in the Grand Bespin Hotel that overlooks the plaza. The missile, locked onto the Bothan operative, zooms toward its target at incredible speed.

If none of the heroes spotted Zardra's action, then the first thing they notice is the sound of the missile blasting off from behind them and zooming over their heads as it zigzags toward a silver-furred Bothan standing in front of a snack shop. In this case, Zardra acts before any of the heroes, regardless of their initiative check result. (Otherwise, make a check for Zardra when you call for initiative checks by the heroes.)

Have the heroes make initiative checks and let the action unfold! If a hero wants

to fire at Zardra, the crowds provide a +4 cover bonus if they stand between the hero and the bounty hunter.

THE FIRST BATTLE

Regardless of what the heroes want to do, Zardra and Jodo Kast have their own goals for this scene. They don't necessarily have any interest in fighting it out with a gang of Rebel do-gooders. Instead, they want to slip away with Silver Fur's carry pouch and the datacard that it contains.

In the first round of combat, on Jodo Kast's turn, the missile connects with the elderly Bothan (Diplomat 2, VP/WP —/8) and explodes, dealing out 5d6 points of damage to the target square and 3d6 to anyone in any adjacent square. This more than likely kills the Bothan.

Zardra, meanwhile, runs toward the corridor that stretches away from the top of the map. If she can exit the top of the map while staying at least 20 meters ahead of any hero, she disappears into the crowds and gets away. If the heroes force her into a fight, she uses her abilities to her best advantage and waits for Jodo Kast to rocket by to either whisk her away or take possession of the carry pouch.

Jodo Kast, who the heroes should be encouraged to mistake for the infamous Boba Fett, targets one of the heroes with his last guided missile. (The missile strikes the targeted hero's square in the next round, dealing 5d6 points of damage to the hero and 3d6 points of damage to anyone in an adjacent square. Anyone in the blast radius gets to make a Reflex save against DC 15 to reduce the damage by one-half.) Now out of missiles, he uses his jetpack to descend. He plans to grab the carry pouch and make his escape, leaving Zardra to keep the heroes busy while he zooms out of an open window and disappears into the clouds.

If the battle lasts more than a couple of rounds, the local constabulary—the Cloud City Wing Guard—arrives in the fourth round. Not knowing what's going on, the six security officers target anyone with a visible weapon. They demand that the heroes drop their weapons and surrender. The guards attack to defend the citizens and guests of Cloud City if the heroes refuse. If Jodo Kast or Zardra haven't got-

ten away yet, the Wing Guard provides them with the distraction they need to slip into the crowds unseen.

WING GUARD, Thug 2 (6): Init +0, Spd 10m, VP/WP —/15, Atk +3 melee (baton, damage 1d6+1) or +2 ranged (blaster pistol set for stun, 1d6/DC 13).

WRAPPING UP THE SCENE

This opening scene can end in a number of ways. One likely outcome has Zardra defeated by the heroes while Jodo Kast gets away with the carry pouch. Silver Fur is dead, leaving the heroes without a clue as to how to find the Rebel refugees. Meanwhile, the heroes have to spend some time explaining to the Wing Guard who they are and what they're doing on

Jodo Kast, Bounty Hunter

JODO KAST, Male Human Sol 6/BH 2: Init +8 (Dex, Improved Initiative); Defense 20 (+4 Dex, +6 battle armor); Spd 10m; VP/WP 62/16; Atk +11/+6 melee (1d4+3, punch), +12/+7 ranged (3d8, blaster rifle); SQ Target bonus +1, sneak attack +1d6; SV Fort +8, Ref +8, Will +4; SZ M; FP 3; DSP 4; Rep 9; Str 16, Dex 18, Con 13, Int 12, Wis 10, Cha 10.

Equipment: Modified battle armor (provides the following equipment bonuses: +2 Listen, +2 Spot; range penalties reduced by half), blaster rifle, blaster pistol, missile launcher, comlink, jetpack (dual fuel tanks for 200m of travel), net, syntherope.

Skills: Bluff +3, Computer Use +6, Gather Information +6, Hide +7, Intimidate +7, Jump +7, Listen +2, Move Silently +9, Pilot +8, Read/Write Basic, Search +8, Sense Motive +4, Speak Basic, Spot +6.

Feats: Armor Proficiency (light, medium, heavy), Dodge, Far Shot, Heroic Surge, Improved Initiative, Point Blank Shot, Toughness, Track, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Cloud City without necessarily revealing their link to the Rebellion. However your version of the opening scene turns out, here're some things to remember:

- The encoded datacard in the carry pouch contains the contact information for the Rebel refugees. The heroes can decode it, but without it they have no way to complete their mission. The Imperial squad, meanwhile, has no experts on hand to break the code, so the datacard won't help them unless they find someone to decode it.
- Silver Fur is killed by Jodo Kast's missile attack. The Bothan's body contains no additional clues—no identification, no loose items, nothing.
- Zardra is stubborn and hard to question; see below.
- The Wing Guard has one purpose: to protect the residents and guests of Cloud City. They have no ties to either the Rebellion or the Empire, and like the rest of Cloud City they prefer to stay neutral. If the heroes cooperate

Zardra, Bounty Hunter
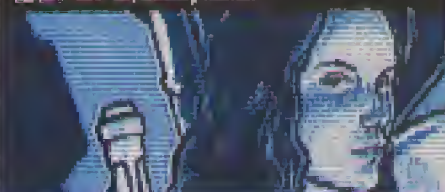
ZARDRA, Female Human Sct 4/Sol 2: Init +3 (Dex); Defense 17 (+3 Dex, +4 class); Spd 10m; VP/WP 38/11; Atk +8 melee (2d8+2, force pike), +8 ranged (3d6, blaster pistol); SQ Trailblazing, uncanny dodge (Dex bonus to Defense); SV Fort +5, Ref +5, Will +1; SZ M; FP 2; DSP 2; Rep 3; Str 14, Dex 17, Con 11, Int 10, Wis 8, Cha 16.

Equipment: Force pike, blaster pistol, comlink.

Skills: Climb +7, Computer Use +7, Hide +8, Intimidate +8, Jump +6, Move Silently +9, Read/Write Basic, Search +7, Speak Basic, Spot +4, Survival +4, Tumble +7.

Feats: Armor Proficiency (light, medium), Heroic Surge, Power Attack, Track, Weapon Finesse (force pike), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Cloud Cover

with the guards, they will be released with nothing more than a stern warning. If the heroes attack, or worse, kill a guard during the battle, then they become criminals in the eyes of the station's authorities. For the rest of the adventure, the heroes must deal with heightened security throughout the station and squads of security officers looking specifically for them.

This scene ends when the heroes finish clearing themselves with the Wing Guard or when they decide to leave the promenade.

Scene 2: Doing Some Legwork

There are a number of ways for the heroes to proceed. While we'll cover some of the more likely events, the GM needs to be flexible and imaginative. The players might come up with a totally different idea from the ones listed here. Any reasonable plan should have a chance to succeed. It's up to you to use the material presented here and your own instincts to craft the story, no matter what the players decide to try.

Where the heroes go after leaving the promenade is up to them. They can return to their ship; they can find a dark corner somewhere else in the station to talk and make plans—whatever they want to do. That's why there's no map provided for this scene. For the most part, this scene consists of roleplaying encounters and research checks. The heroes would have to be extremely obvious and perhaps a bit trigger happy to get into a fight during this part of the adventure.

Run the encounters below in any order, depending on what the heroes decide to do. You can even skip some of the encounters if necessary. You may have to embellish an encounter or two if the heroes really want to follow a particular lead. By the end of this scene, however, you should help them find their way to the next act by providing enough clues so they can determine where the refugees are hiding out.

Questioning Zardra

If the heroes had the opportunity to defeat Zardra, they might want to question the bounty hunter. The Wing Guard takes Zardra into custody, but the heroes should be able to come up with a plausible story as to why they should be allowed to ask the deadly woman a few questions. The guards will let them visit her and talk to her through the bars of a force-field cell, even accepting a reason as flimsy as "she attacked us and we'd like to find out why."

Zardra is cool and flirtatious, with a dangerous twinkle in her dark eyes and an amused grin on her lips. She obviously has little respect for the Cloud City authorities and only a grudging acceptance of the heroes since they were able to defeat her. Still, she won't readily answer their questions. She evades them with disarming questions of her own, with threats delivered in the most innocent fashion, or with outright hostility if the mood strikes her. The hostility quickly gives way to her usual manner, but not before the heroes get to see the cold, calculated killer that hides behind the beauty and professionalism.

Without a successful Intimidate check, the most the heroes get out of Zardra is a few fleeting facts. She has no problem telling them who she is, as she hopes to spread her reputation far and wide. She lets the heroes believe that Boba Fett is her partner (if they mention that name), or otherwise simply calls her associate The Bounty Hunter. She claims to not know who she was working for or who they killed. "We were just paid to grab the carry pouch, darlings," she says coyly.

If any hero makes a successful Intimidate check, Zardra eventually cracks and provides a little information. "My associate will return for me," she claims. "It's only a matter of time. We took on an Imperial contract to kill the Bothan and grab his carry pouch. That's all we've been hired to do. And from where I'm sitting, we succeeded. We're sure to get a bonus for this one." If the Intimidate check succeeds by 10 or more, Zardra adds the name of the Imperial she's working for: "Captain Govin Thane of the ISB. If I were you, I'd just forget all about this and take the next transport out of here."

Finding Someone to Decode the Datacard

If the heroes want to find out whether the Imperials are using a local slicer to decode the datacard, they can spend a few hours and some credits making Gather Information checks in some of the seedier hangouts. The DC for this check is 15.

On a successful check, the heroes eventually discover that the most respected slicer in this quadrant of Cloud City is Spensor Kluub, a Twi'lek who maintains an "office" in a private booth at the rear of The Well-Done Bantha. "Kluub's a piece of work," admits one informant that the heroes spend some time with. "About most things, he makes as much sense as a protocol droid after a memory wipe, but when it comes to computer programs he's a true genius. A genius!"

After learning Kluub's name, reputation, and probable location, the heroes can head to The Well-Done Bantha to pay the Twi'lek a visit. The hostess at the restaurant, a portly older Human woman, seems a bit out of sorts when the heroes arrive. "Well, isn't old Spensor popular tonight," she laughs. "You're the second group to ask for old Spens this evening."

The heroes need to charm the hostess or offer her some credits to get her to tell them more. When she has been suitably compensated (50 credits or so ought to do it if the heroes have been polite, 250 or more if they've been rude and abusive), the hostess reveals the following details:

"Two tough-looking Humans came in to see old Spens about two hours or so ago," the hostess explains. "They had a hard look about them, definitely Imperial, if you ask me. The one was huge. If I didn't know any better I'd have thought he was a Wookiee. I'll never forget the big one. He kept flinching and baring his teeth at the least little thing. He was crazy, if you ask me. They shouldn't let such dangerous beings just wander around the station. Who knows when they'll get all wild and all."

"Anyway," she continues, getting back to your original question, "these two talked to old Spens for a couple of minutes, then the three of them got up and left. I don't think Spens went willingly, if you know what I mean. I think they forced him. That's what I think."

The hostess doesn't have anything else to add. She didn't hear what they talked about, and she didn't watch which direction they went in after leaving the restaurant. "What do you think, that I can leave my customers and staff alone for even a second to follow after old Spens?" she says if pressed.

THE ZERO-G CLUB
Another clue the heroes might decide to follow up on leads to the Zero-G Club, a dance club a few levels below the plaza where the operative known by the codename Silver Fur died. The heroes received a holocard advertising the dance club if they responded with the correct code phrase to the female Bothan they met at the lift tubes.

The Zero-G Club offers three zero-gravity dance domes inside its darkened interior. Each dome plays a different style of popular music and provides plenty of room for free-style weightless dancing. Huge crowds mingle inside the domes and around the full-gravity lounges that surround the domes. With a little patience, some successful Gather Information (DC 10) or Search (DC 15) checks, and a bit of luck, the heroes spot the Bothan female dancing wildly within one of the domes.

They can wait for her to emerge and catch up with her in one of the lounges, or one or more of the heroes can enter the dance dome and approach her to the beat of a fast-playing song. The Bothan's name is Tereez Tey'flah. If the heroes convince her that they actually work for Alliance High Command, she agrees to offer whatever aid she can. "Didn't Silver Fur give you what you came for?" she asks. If the heroes tell her what happened in the plaza, Tereez looks shocked and lets out a few uncontrolled sobs. Then she gathers herself and provides what information she possesses.

"As with most Rebel cells, each member only knows one or two other members so that no one can betray the entire cell," Tereez explains with obvious pain in her voice. She pauses for a moment before continuing. "My primary contact was Garul, the operative you knew as Silver Fur. We helped the refugees assemble here on Cloud City, providing shelter and new identities until the logistics for getting them to a safe world were worked

out. A few days ago, after Garul received word that your team was on the way, he made sure to gather the assembly into one group and hide them until you arrived. I don't know where he took them. That information was in Garul's head and on the datacard you were supposed to pick up. Without either of those things available to us, I don't know how we'll find them before the Imperials do."

Tereez talks through various options with the heroes, including trying to retrace Garul's activities for the past few days and attempting to find the Imperials and follow them to the hidden location after they crack the code.

If the heroes want to try the former, Tereez tells them that she'd be better off working that through on her own. She'll contact them on their private com link channel if she finds anything that will help.

If the heroes want to try the latter, Tereez suggests that they first learn the location of the safe world so that once they locate the refugees they can leave Cloud City as soon as possible. "I don't think you're going to get the refugees away from the Imperials without a fight," she says, "and your best bet is to try to escape with the refugees at the first opportunity."

LOCATING THE IMPERIALS
This course of action is the most dangerous one for the heroes to pursue in this scene. If any part of this scene could involve a battle, it's this one. By using the Gather Information skill, the heroes can attempt to find out where the Imperials might be making their headquarters on the station. If they haven't heard about the two Humans from the hostess at The Well-Done Bantha, then the DC is 20. If they possess the hostess's information, the DC drops to 15.

On a successful check, an informant tells them that some Imperial agents have definitely set up shop on Cloud City. "They're hiding out in an apartment on Level 14, Grid 3," the informant reveals. "Number 14-3-24G."

If the heroes succeed at getting the information and decide to check out the apartment, they find a locked door waiting for them. No one seems to be inside the apartment. The lock can be opened with a successful Disable Device check (DC 20).

Inside, the heroes find evidence that a group of people have recently been using the place. On a successful Search check (DC 15), the heroes discover Silver Fur's carry pouch. It's empty and has been discarded into a corner along with various empty food and beverage containers. Two speeder bikes float just inside the door. The bikes are small, built for transport not speed or combat, and they have no built-in weaponry.

As the heroes start to leave the apartment, have them make Spot checks. Anyone who gets a 20 or better notices the Imperial trooper heading right toward them. Read:

The trooper wears the distinctive black and white armor of an Imperial scout trooper. He stands atop a floating battle disk, a personal repulsorlift platform designed for use in combat. You notice that he has someone crumbled at his feet—perhaps one of the refugees you've come to escort to safety. He spots you a moment after you notice him. He points his blaster rifle in your direction and fires at you! Then he leans to the left and executes a perfect turn on the repulsor disk. He's trying to get away!

The heroes can leap onto the speeder bikes and chase the trooper, or they can let him get away. The bikes can each carry two people; one can drive while the other uses a personal weapon. If the heroes give chase, have each driver make a Pilot check (DC 5) to get the speeder moving. Then read:

The trooper kicks the unconscious passenger off his repulsor disk and zooms through an open panel and into the Bespin sky.

If the heroes follow the trooper, each driver must make a Pilot check with a DC 15 to maintain control of the speeder by angling the repulsors toward the exterior of the station—using the outside of Cloud City as though it were the ground. On a failed check, the repulsorlift engine conks out as the driver isn't able to find anything for it to push against. The driver and passenger must make a successful Reflex saving throw (DC 10) to leap off the falling speeder

Cloud Cover

and grab onto the station. A failure results in the character missing the grab and tumbling off into the Bespin sky.

Any driver who makes a successful Pilot check is surprised by the trooper, who doubled back to wait for them to emerge. The trooper gets to act in the surprise round. Then have all of the participants in this fight make Initiative checks for the following rounds. (In each subsequent round, the driver must make a Pilot check against a DC 10 during his or her Move phase to keep the speeder properly aligned to the exterior of Cloud City.) The trooper must make the same check. If the trooper fails, the repulsor disk loses its orientation and it and the trooper spins off away from the station, disappearing into the clouds.

The battle ends when both speeders break off or the trooper is defeated.

JUSTOR FERRAL, Trooper Sergeant
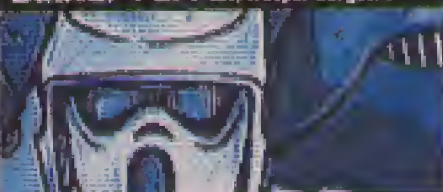
JUSTOR FERRAL, Male Human Thug 6/Sol 4: Init +7 (Dex, Improved Initiative); Defense 21 (+3 Dex, +8 armor); Spd 8m (armor); VP/WP 40/17; Atk +12/+7 melee (1d3+2, punch), +13/+8 ranged (3d8, blaster rifle); SQ None; SV Fort +11, Ref +8, Will +4; SZ M; FP 2; DSP 7; Rep 5; Str 15, Dex 16, Con 14, Int 11, Wis 12, Cha 10.

Equipment: Blaster Rifle, medium battle armor, comlink, repulsorlift battle disk.

Skills: Computer Use +6, Demolitions +6, Intimidate +10, Knowledge (Imperial Military) +5, Listen +7, Pilot +13, Read/Write Basic, Search +4, Speak Basic, Spot +7, Survival +7, Treat Injury +6.

Feats: Alertness, Armor Proficiency (light, medium, heavy), Heroic Surge, Improved Initiative, Lightning Reflexes, Power Attack, Toughness, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

The crumbled figure the trooper tossed from the repulsor disk is a member of the local Rebel cell. Batral Orcel, the son of a wealthy Cloud City family, has been helping the Alliance since before the destruction of Alderaan. Trooper Ferral identified him after checking with Imperial contacts and grabbed him up when the young man wandered into a relatively quiet plaza. Batral has obviously been tortured and is in need of medical care. If a hero makes a successful Treat Injury check or applies a medpac to the young man, read:

> The young man's eyes flutter open and he coughs twice. He blinks a few times as if to focus his eyes, then looks directly at you. "Are you from the Alliance?" he asks. "The trooper?" he suddenly remembers and tries to sit up. It takes a moment for him to calm down. "I didn't tell him anything," the young man says. "Not that I know very much, but what I do know I kept to myself."

Batral doesn't know where the refugees are being hidden, and he doesn't have a lot to tell the heroes. He provides them with a place to rest up and find medical help if they need it, though. "Doc Drase has a clinic on Level 15, Grid 12," he says. "The Doc is definitely a friend of the Alliance. She has no love for the Empire—not since they blew up her homeworld."

MEETING WITH CARD CAPTOR

High Point Casino, a multilevel gambling complex, overlooks the Cloud City skyline from high atop a jutting tower. The heroes can easily locate this well-known entertainment destination. Inside, a throng of customers mingle. They gamble, eat, and drink through all hours of the day and night. By judicious use of the identifying code phrase, and a lot of sympathy from the other gamblers, the heroes eventually receive the return phrase. Read:

> The bartender shrugs. "Too bad for you," he says. "That'll still be 15 credits for the drinks." A moment later, a woman sitting at the bar turns your way and whispers, "That's why I always carry a skifter. The Captain has been hoping you'd show up. With Silver Fur's death,

we were afraid this whole mission was in jeopardy." She motions for you to move closer. "You'll find the Captain, who you know as Card Captor, at the high-stakes sabacc tables on the fourth level of the casino. He's usually the only Sullustan dealer up there."

The Captain, or Card Captor, is a Sullustan sabacc dealer who used to run a cargo company and still owns a transport (hence the nickname "Captain"). He's been the leader of Cloud City's Rebel cell for more than two years, helping it grow from a couple of angry miners who were upset about their taxes to a fairly affluent group that provides money, supplies, and other aid to the Alliance.

When the heroes meet Card Captor and use the identifying code phrase, read:

> The Sullustan regards you for a moment with an appraising look, then says in thickly accented Basic, "That's why I always carry a skifter." With a hearty laugh, he tosses a handful of the rigged card-chips onto the table. "Have a seat," he says. "Let's play a couple of hands while we talk." With remarkable skill, Card Captor scoops up the rigged card-chips and deals unrigged card-chips to everyone. As you play, he says, "I am sorry that this affair has gotten out of hand. We were not expecting the Imperial hit squad. Perhaps we should have anticipated their involvement. And now my friend Silver Fur is dead." He sighs. "I expect many more good friends will die before this war ends."
>
> The Sullustan takes a long drink from his mug, then continues. "I have two pieces of information to offer you. The first is that a clinic on Level 15, Grid 12 caters to operatives such as yourselves. Just give the code phrase to Doc Drase and she'll be glad to patch you up if you need it. The second is that we've got a lead to the location of the datacard. One of my informants tells me that two Humans have the slicer Spensor Kluub locked away at the Grand Bespin Hotel. If anyone can decode that datacard, it's old Spens. Anyway, my informant tells me they're holed up in Room 564."

Card Captor doesn't know exactly where the refugees are. To protect them, only Silver Fur knew the location. Now, everything that Silver Fur knew is locked on the encoded datacard that the Imperials now possess. The Sullustan suggests that the heroes must recover the datacard, or follow the Imperials to the location after they break the code and do whatever it takes to save the refugees. "We have no army here to help you," Card Captor sadly admits, "nor do we have many operatives with the skills you need. Our job is to pass along resources and information, or to serve as a clearing house for safe worlds as in this situation."

Before the heroes depart, Card Captor reaches into his vest and produces a datacard, "I almost forgot," he says. "This contains the nav coordinates for the safe world. Do not decode it until after you have rescued the refugees and your transport is well away from Bespin. If, by some chance, you feel that the danger to you or the mission has become too great, destroy this datacard at all costs. The location of the safe world must not fall into Imperial hands. Good luck, my friends, and may the Force be with you."

The Clinic

The clinic on Level 15, Grid 12 is a friend to all Alliance operatives. The code phrase admits the heroes to the offices of Doc Drase, a Human female with the skills of a healer and master surgeon. The clinic can provide medpacs or bacta tank treatments, depending on the seriousness of the heroes' injuries. Because of their connection to the Alliance, the heroes don't have to pay for treatment. However, because medicine is in short supply, she won't give the heroes any medpacs to take with them. "I'll treat your injuries while you're here," she tells them. "Once you step out those doors, you're on your own."

Doc Drase, Expert 6: Skills: Computer Use +9, Profession (doctor) +9 Read/Write Basic, Speak Basic, Speak Sullustan, Treat Injury +11.

Ending This Scene

Once the heroes learn that Silver Fur's datacard might be in a room in the Grand Bespin Hotel, this scene is pretty much over. They've gotten as much information as they can, they received the nav coordinates to the safe world, and now they're ready to retrieve Silver Fur's datacard. Now it's time to visit the Grand Bespin Hotel.

Scene 3: Monster in Room 564

The Grand Bespin Hotel is a luxury hotel that overlooks Grid 10 on Promenade Level 16. Wealthy visitors, tourists, and business people enjoy the expensive but tasteful services offered by this hotel. The heroes can easily enter the lobby, find a lift tube, and head up to the fifth floor. When they reach Room 564, read:

> The door to this room stands slightly ajar. Inside, the room is dark and silent. The place has a vacant feel to it, abandoned.

If the heroes push open the door and either turn on a light or use a glow rod, read:

> The darkness retreats to reveal a room that has been turned upside down. Furniture has been overturned or smashed, and computer monitors and datapads of various sizes litter a small table and the floor around it. Slumped on the floor amid the computers, you see a body—a male Twi'lek. For a moment, it looks like the unfortunate Twi'lek is dead, but then you hear him moan and start to stir. From the doorway, it looks as if there's no one else in the room.

Cloud Cover

The Twi'lek is Spensor Kluub—old Spens, to his friends. The computer equipment appears to be expensive slicer gear, now abandoned. From the doorway, the heroes can see that Kluub has been hurt, but not how badly. Though he is stirring, he's still unconscious. If the heroes want to be cautious before entering the room, they can make Search checks to look for any traps on the door (there are none) or Listen checks to see if they hear anything from anywhere else in the darkened hotel room.

A Listen check with a result of 30 or better allows a hero to notice the almost imperceptible breathing, as if a predator were stalking prey. The larger of the two Humans, the mad Kal Vorusk who works with ISB Agent Thane, hides in the darkened refresher waiting for the heroes to enter the room before making his attack. In this case, call for Initiative checks and let the battle begin. Otherwise, he surprises the heroes. When the heroes enter the hotel room, read:

> As you move into the room, you can see that old Spens has been beaten, tortured, and left for dead. A huge slash

across his throat looks like it was meant to kill him, and by the amount of blood pooled around him, it might still succeed. Obviously, the Twi'lek needs immediate aid. The small room is suddenly filled with a sound like thunder exploding all around you. But it's much worse. With an insane roar, a huge Human rushes out of the dark alcove on the other side of the room, slashing wildly with a huge vibro-axe.

Kal Vorusk has one mission: to kill as many of the heroes as possible before fleeing to rejoin the rest of the Imperial hit squad. He prefers to use his vibro-ax in combat, but he will draw his heavy blaster pistol if the heroes prove to be tougher than he anticipated.

If Kal Vorusk is reduced to 20 or fewer vitality points, or 10 or fewer wound points, he tries to flee from the scene. He tries to accomplish this by either leaping from the hotel room's balcony (the same place Jodo Kast fired his missile at Silver Fur from) or by rushing into the hall and making for the lift tube or the stairs. If forced, the madman fights to the death.

Outcome

This scenes ends with the defeat of Kal Vorusk, the escape of Kal Vorusk, or the defeat of the heroes. (If Kal Vorusk manages to knock all of the heroes to 0 wounds, whoever survives wakes up later in Doc Drase's clinic, presumably stabilized within an hour's time. Any heroes who fail their initial Fortitude saving throw are dead.)

Provided the heroes defeat Kal Vorusk or he flees, they can examine the room and its contents. The Imperials were very thorough and professional, leaving very little evidence behind. The two biggest exceptions to that are the Twi'lek slicer and the computer equipment.

Spensor Kluub has been reduced to 0 wounds. He made his first Fortitude check and is hanging on, but who knows for how long? If the heroes stabilize him or provide other medical treatment, he regains consciousness and tells them where the refugees are hiding.

Kal Vorusk, Madman

KAL VORUSK, Male Human Sct 8: Init +3 (Dex); Defense 19 (+3 Dex, +6 class); Spd 10m; VP/WP 62/18; Atk +11/+6 melee (2d10+5, vibro-ax), +8/+3 ranged (3d8, heavy blaster pistol); SQ Trailblazing, uncanny dodge (Dex bonus to Defense and can't be flanked); SV Fort +6, Ref +7, Will +2; SZ M; FP 3; DSP 10; Rep 3; Str 20, Dex 16, Con 15, Int 8, Wis 9, Cha 8.

Equipment: Heavy blaster pistol, vibro-ax, comlink.

Skills: Climb +7, Demolitions +4, Hide +9, Intimidate +8, Jump +10, Listen +5, Move Silently +10, Read/Write Basic, Repair +5, Speak Basic, Spot +5, Survival +4.

Feats: Heroic Surge, Martial Artist, Power Attack, Toughness, Track, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

The Twi'lek struggles to sit up, despite his grievous wound, thanks to the treatment you provided. In a hoarse voice that barely comes out as a whisper, Kluub says, "You must hurry. The evil man, that ISB agent, he knows where the refugees are waiting. You'll find them at Cargo Bay DC-218, on Level 24, Grid 10."

The cargo bay is located on the same level and grid coordinates as the landing pad where the heroes docked their transport. Silver Fur chose that location to make it easier on the heroes, that way they wouldn't have to move a mass of people very far. They just need to get to the cargo bay before the Imperials.

Meanwhile, the scattered computers have been rigged to explode. The trap is simple: it blows up if it receives a signal from Kal Vorusk's comlink or if anyone attempts to access the data. The makeshift bomb deals 5d6 points of damage to everyone in the hotel room. If the heroes defeat the madman and attempt to use his comlink, the bomb explodes.

If Kal Vorusk escapes, the makeshift bomb explodes right as Spensor finishes telling them the location from the datacard. One round before it explodes, all of the screens start to blink furiously. Any heroes not paying attention to the computers make Spot checks (DC 15) to see if they notice the change. Any heroes who succeed can make a Reflex save (DC 13) to reduce the damage dealt by the bomb by one-half. Anyone who fails to notice takes full damage from the blast.

If the heroes examine the computer, any application of the Computer Use skill causes the bomb to explode. If the heroes decide to check out the computers first, a successful Search check (DC 10) alerts them to the presence of a bomb. The heroes can simply run out of the room and avoid the danger altogether in this case, or they can try to disarm the bomb with a successful Disable Device (DC 20) check.
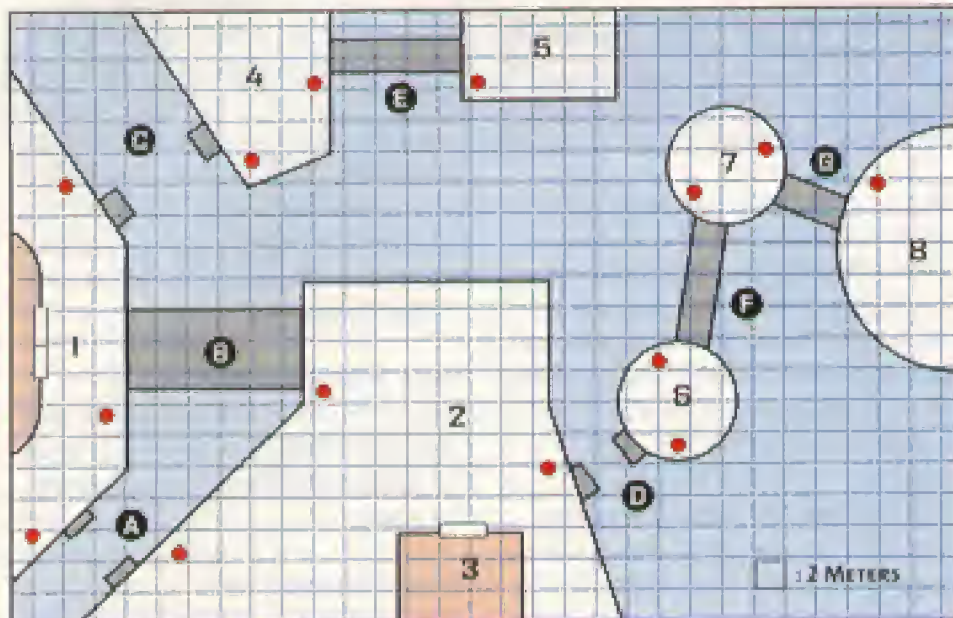
THE FLOATING PLATFORMS

The red circles indicate control kiosks for the extendable walkways. It takes a Move-equivalent action to operate the controls to either extend or retract a walkway. When the heroes step onto the balcony leading to the floating platforms (location 1), only walkways E, F, and G are extended. A walkway fully extends or retracts in one round.

1. Balcony: The heroes emerge from the doors onto this balcony that clings to the side of a tower on Cloud City. There is no protective railing around the balcony. The walkway labeled B extends between the balcony and a massive floating platform (location 2).

   The distance between platforms at walkway A is 5 meters (DC 19 for a running jump, DC 34 for a standing jump).

   The distance between platforms at walkway C is 8 meters (DC 28 for a running jump, a standing jump is not possible).

2. Landing Pad 10: This landing pad is currently unoccupied. A small work shed (location 3) is located toward the near end of this platform. A large transport, about the same size as the one the heroes arrived in, rests at the far end of this platform.

   The distance between platforms at walkway D is 4 meters (DC 16 for a running jump, DC 28 for a standing jump). The controls for walkway D located on this platform have been damaged and do not work.

3. Work Shed: This small enclosure on Landing Pad 10 contains opponents waiting to ambush the heroes. See the adventure text for details.

4. Landing Pad 1: A couple of cloud cars hover in park mode at the far end of this platform. Otherwise, the platform is empty.

   The distance between platforms at walkway E is 8 meters (DC 28 for a running jump, a standing jump is not possible).

5. Landing Pad 2: A huge labor droid unloads cargo from a small transport on this pad. The labor droid is actually DX-2K2, an ancient war droid working with Govin Thane. See the adventure text for details.

6. Floating Platform: This platform provides a path between Landing Pad 10 (location 2) and Landing Pad 9 (location 8). The controls for walkway D are operable from this location.

7. Floating Platform: This platform provides a path between Landing Pad 10 (location 2) and Landing Pad 9 (location 8).

8. Landing Pad 9: This platform contains the heroes' transport. Once the heroes get the refugees to this platform, it takes three rounds to get all of the refugees on board. Any round thereafter, the heroes can board their ship and escape from Cloud City.

Cloud Cover

ACT II: ESCAPE FROM CLOUD CITY

The climax of this adventure moves pretty quickly. How you pace the events for your game session is up to you, but make sure you give it a sense of urgency no matter how you let it play out. This portion starts with a race against the Imperial hit squad as the heroes try to reach the hidden Rebel refugees before them. The Imperials make a half-hearted attempt to win this race, but in fact want the heroes to beat them to the location. ISB Agent Govin Thane wants to confront the heroes outside of the city, on the floating platforms leading to the landing pads. Because of this, the final battle takes place on these open, floating platforms, where the slightest misstep could send a hero or villain spiraling into the eternal sky.

Scene 1: Race to the Cargo Bay

There's no map for this scene. Assume that the heroes take the fastest, most direct route to Cargo Bay DC-218, on Level 24, Grid 10. You can embellish the trip as you see fit, adding the level of detail that works best for your group of players. At two spots along the way, the Imperials throw token resistance into the heroes' path. The first occurs when they reach the lift tube tubes. Read:

> The lift tubes are about 20 meters ahead of you. Before you can close the distance, a voice calls out from the corridor to the right of the lift tubes. "Halt!" the voice shouts, "by Imperial decree you are ordered to surrender!" There, taking cover behind overturned cargo bins, three stormtroopers wait to pick you if you move any closer.

The three stormtroopers are described in the *Star Wars Roleplaying Game*. They fight to the death, following orders that are meant to make the situation look desperate for both sides. The storage bins provide one-half cover to the two stormtroopers kneeling behind them (+4 cover bonus to Defense) and one-quarter cover to the one stormtrooper firing from a standing position (+2 cover bonus to Defense).

Once the heroes defeat the three, they can ride the lift tube to Level 24.

The second ambush takes place as the heroes traverse the final corridor to Cargo Bay DC-218. The heroes can make Spot or Listen checks (DC 15) to notice the thugs lying in wait for them in the corridor's shadowy alcoves. Any heroes that succeed get to act in the surprise round. Anyone who failed the check can't act until the first regular round of combat. After determining who's surprised and who isn't, call for initiative checks and read:

> Armed thugs leap from the shadows and attack, yelling "Die, Rebel scum, die!" Wielding batons and vibroblades, the thugs close in around you.

The four thugs (Thug 2; Init +0; VP/WP –/15; Atk +3 melee (1d6+1, baton) or +3 melee (2d6+1, vibroblade), +2 ranged) were hired by ISB Agent Thane to slow down the heroes. Two of them fight with batons, the other two with vibroblades. They try to stay within melee range with one of the heroes at all times, hoping to keep the fight to a brawl since none of the thugs carries a ranged weapon. Each thug continues to fight until his wound points drop to 5 or fewer. At that point, the wounded thug attempts to flee. Once the heroes drive the thugs away, there's nothing to stop them from entering Cargo Bay DC-218.

Scene 2: The Civilian Assembly

When the heroes ascertain that they are alone and it's safe to enter the cargo bay, read the following:

> The massive doors slid open, revealing a huge bay filled with cargo containers of various shapes and sizes. You hear noises coming from one end of the bay, low voices from behind a wall of containers. "Be quiet, Taly," one voice says, "they'll hear you."

If the heroes call out, a man calls back, "Leave us alone," he says, "we don't want any trouble." The man and the people with him refuse to cooperate or trust the heroes until the identifying code phrase is given.

If the heroes walk around to see what's behind the wall of containers, or if they convince the assembled refugees to show themselves, read:

> A group of men, women, and children, including more than a few non-Humans, appears from behind the containers. There are about two dozen people in total, looking scared and tired. "We place our lives in your hands," one of the women says. A man nods, "We've left our homes for the Alliance. I hope it's worth it in the end."

Now the heroes must determine how they plan to move the refugees from the cargo bay, down the 100-meter-long corridor, and out onto the landing pad where their transport is parked. Let the heroes take whatever precautions they deem necessary. Nothing befalls them on the trek down the corridor. In fact, everything looks clear until after the group steps through the doors to the floating platforms that lead to the landing pad.

Go on to Scene 3.

Scene 3: Ambush in the Sky

Refer to the map of the floating platforms when running this climatic scene. The map locations are described in the accompanying sidebar.

STEPPING INTO THE CLOUDS

When the heroes and the refugees accompanying them step out of the station and onto the balcony, read:

> The wind whips around the station and across the open balcony as you step outside the station. Beyond the balcony, walkways lead toward various landing pads and floating platforms, including the pad where your transport is parked. In the distance and above and below you, the platforms give way to an endless expanse of clouds and sky.

The heroes have a clear path to Landing Pad 10 (location 2). Walkway B is extended and safe to cross. Looking around, the only things the heroes see are those things described in the sidebar, "The Floating Platforms." As soon as the refugees cross walkway B, ISB Agent Thane (who's watching from within the work shed at location 3) triggers a remote that destroys both sets of controls for walkway B and immediately causes the walkway to retract. Any heroes still on the walkway at this point have one round to get

to safety. Note that the walkway parts in the middle, with one half retracting toward location 1 and the other toward location 2.

After this occurs, as the refugees start to panic, call for initiative rolls for the heroes and the villains. The final battle begins!

THE FINAL BATTLE

Once the walkway controls explode and the walkway starts to retract, the villains make their move. Read:

> The doors to the work shed slide open and four stormtroopers spill out. They order the refugees to be quiet and force them to start marching toward the transport waiting at the far end of Landing Pad 10. At the same time, a man wearing an Imperial Security Bureau uniform steps out, takes cover to one side of the shed, and fires a heavy blaster pistol at you. "Die, Rebel scum!" he shouts. Your troubles aren't over, either. The labor droid working on Landing Pad 2 turns toward the commotion and reveals its true nature—it's an ancient war droid! Two heavy repeating blasters emerge from a cavity in its chest and it joins the battle, obviously on the same side as the ISB agent.

This is a straight up fight to the finish, though the heroes have a number of options thanks to the variety of floating platforms where this battle takes place. The stormtroopers won't join in the fight unless they are attacked; they have orders to escort the refugees to Thane's waiting ship. If the heroes don't try to stop them, it takes four rounds to herd the refugees to the ship and another four rounds to get them boarded. As soon as they are boarded, Thane leaves the battle and runs for his ship.

The war droid can't leave the platform it starts the battle on, but it can fire (using Rapid Shot) at heroes on any of the other platforms. It fights until it is incapacitated or destroyed.

Thane uses the war droid to keep the heroes occupied, though he gladly jumps into the fray until the stormtroopers have gotten the refugees on board his ship. He uses the shed to provide one-half cover, gaining a +4 cover bonus to his Defense

whenever he gets to take advantage of that protection.

If the heroes defeat the war droid and Thane too easily, the stormtroopers turn to join the battle. You can even give them a little help from one of Thane's other allies (preferably Sergeant Ferral and/or Kal Vorusk if either is still alive, Jodo Kast if neither is).

OUTCOME

The heroes win the day by defeating Thane and the war droid, getting the refugees on their transport, and getting away. They can achieve these goals in a variety of ways, so many of the details are left up to you to figure out after the players come up with plans for their characters. For example, the heroes can attempt to immediately rush the refugees to their ship, fighting a running battle along the way instead of taking out the bad guys first. Or they could attempt to take over Thane's transport after allowing the stormtroopers to safely lead the refugees to it.

Once the heroes and the refugees get aboard a transport and take off, read:

> Cloud City and the gas giant Bespin shrink behind you as your transport rockets away. With the refugees safely aboard, you decode the datacard and feed the coordinates to the nav computer. A moment later, the ship jumps to lightspeed and you're on your way to the safe world of Kaliska.

If the heroes successfully complete this adventure, award them 2,000 experience points multiplied by the group's average level, then divided by the number of heroes that participated in the action. The heroes should also gain 1 Reputation Point for their service to the Alliance. You should award Force Points based upon each hero's actions throughout the adventure, determining if anyone accomplished something that was dramatically heroic. ⬛

GOVIN THANE, Male Human Scl 8: Init +3 (Dex); Defense 21 (+3 Dex, +8 class); Spd 10m; VP/WP 41/15; Atk +7/+2 melee (2d6+1, vibroblade), +9/+4 ranged (3d8, heavy blaster pistol); SQ Better lucky than good, sneak attack +2d6; SV Fort +3, Ref +9, Will +3; SZ M; FP 2; DSP 13; Rep 6; Str 12, Dex 16, Con 12, Int 13, Wis 12, Cha 10.
Equipment: Heavy blaster pistol, vibroblade, comlink.
Skills: Appraise +7, Astrogate +5, Bluff +9, Computer Use +5, Demolitions +5, Disable Device +5, Disguise +5, Gather Information +9, Hide +8, Intimidate +5, Jump +5, Knowledge (Rebel Alliance) +6, Listen +6, Move Silently +8, Pilot +10, Read/Write Basic, Repair +6, Speak Basic, Search +8, Spot +10.
Feats: Heroic Surge, Point Blank Shot, Skill Emphasis (Pilot), Skill Emphasis (Search), Toughness, Weapon Group Proficiency (blaster pistols, simple weapons, vibroweapons).
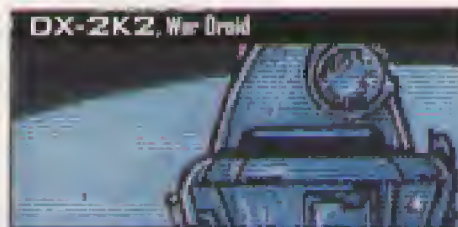
DX-2K2, Walking War Droid Sol 7: Init +5 (Dex, Improved Initiative); Defense 20 (+1 Dex, +9 heavy battle armor); Spd 8m; VP/WP 71/16; Atk +10/+5 melee (2d10+3, retractable vibro-ax), +8/+3 ranged (4d8, two heavy repeating blasters, crit 19–20); SQ DR 5; SV Fort +8, Ref +3, Will +1; SZ M; FP 0; DSP 4; Str 16, Dex 13, Con 16, Int 10, Wis 8, Cha 8.
Equipment: Retractable vibro-ax, two heavy repeating blasters, heavy armor, comlink, improved sensor package, vocabulator.
Skills: Intimidate +9, Knowledge (Tactics) +10, Listen +9, Search +2, Speak Basic, Spot +9.
Feats: Alertness, Armor Proficiency (light, medium, heavy), Cleave, Improved Initiative, Point Blank Shot, Power Attack, Rapid Shot, Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibroweapons).

DECK PLANS

The Shaft:
Tiny Evil Seeks Fat, Slobbering Evil for Long Walks in the Desert

"My kind of scum . . .
fearless and diminutive."

BY CORY J. HERNDON

Y es, it's time once again for a plummet down the Shaft. Remember, we may not win you the tournament, but we guarantee you a fun game!

Jabba is a Hutt who knows that it's all about the little differences. To all outward appearances, the mighty Jabba is having some trouble finding good help these days. Rumor has it he's even hired a band of nasty little droid scavengers to do his dirty work for him in the desert heart of Tatooine. But like many of Jabba's plans, this one is more than it appears.

These nasty little Jawas have brought along a nifty trick from the Jabba's Palace Official Tournament Sealed Deck, as well as some oh-so-fresh surprises from Reflections II (which released about a day before this reporter mashed the keyboard until a deck article came out). While Jabba himself rests comfortably in his palace, his Jawa lackeys (and a few special mercenary guest stars) have matters well in hand.

Jawas love droids, and Wittin's crew has picked up a bizarre assortment of the cruelest mechanicals in the galaxy out there in the Jundland Wastes: IG-88, 4-LOM, U-3PO, even Guri herself has shown up in the sandcrawler. The Jawas have picked up Boba Fett as well, having confused his Mandalorian armor with a droid chassis (hey, these things happen).

The deck is built on the fairly simple objective that comes packed with the Jabba's Palace Sealed Deck. Your Rep will be Herat, giving you a surprising number

of alien leaders that can benefit from Jabba's Twerps, Boelo, and other cards. But what's worse for the Rebels and their do-gooder alien friends is the Sandwhirl on the horizon. Or is it a Gravel Storm?
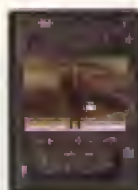
BOELO
Bib Fortuna may get all the press with his amazing brain-in-a-jar trick (and he'll help Jabba add to your battle destiny when you flip your Objective), but Boelo will be the character who makes your opponent say, "Wha—? Oh, crap." He can cancel a just-drawn battle destiny when with an alien leader (of which there are several in this deck, including Herat, the Jawa Rep), keeping your opponent honest on the ground.
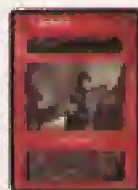
NONE SHALL PASS
So Luke Skywalker just dropped by for a Jawa massacre? Sorry, he's got to go back whence he came. Me, I'm going to put this 5 destiny back in my deck.
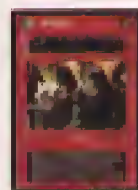
HUTT INFLUENCE
This card, easily accessible thanks to Power of the Hutt, is an important part of your draining strategy on Tatooine. If you happen to get a Mercenary Pilot and a Jawa together in a battle, all the better—they'll reduce

attrition against you by two, buying your deck more time to bleed the Light Side dry. Very, very, dry.
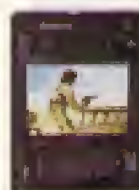
MERCENARY PILOT
One of the cards from the Jabba's Palace Sealed Deck that hasn't received a lot of attention is this fellow, who adds a destiny when driving a transport vehicle (you won't be getting much use out of his cloud sector function, however.) He's also the other non-unique alien in this deck other than Jawas, making him important for full use of Hutt Influence and numerous other cards.

NO BARGAIN
The thing about Imperials is, they make Jawas really, really nervous. Man, you mercilessly assault one sandcrawler . . . Anyway, this card is one of many in the deck designed to keep your relatively low-powered army safe from big cheese Rebels like the EPPs and those pesky Skywalker twins. As an added bonus, your Jawas will get even more extra forfeit, and Revolution need no longer be feared.
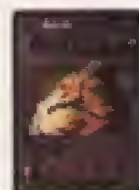
MIGHTY JABBA
This persona of Jabba, a premium card from the Jabba's Palace Sealed Deck, is very hard to kill when protected by even a few retainers. Use

Jawas as those retainers, then retrieve them with Fearless And Inventive. He also adds a battle destiny (that's two, since he gets one all on his own) when with an alien leader such as Wittin (who you already want in the Audience Chamber anyway).
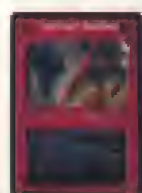

ABYSSIN ORNAMENT & WOUNDED WOOKIEE
Mmmm, Reflections II. This combo card helps cut down on the clutter in your non-unique alien deck and seems custom made for the Jawa (OK, maybe I think about Jawas a little too much). The first part ensures you always have a Jawa or Mercenary Pilot at the ready, while the second half will keep the EPP characters from getting too cocky.

JAWA + RONTO + SANDWHIRL
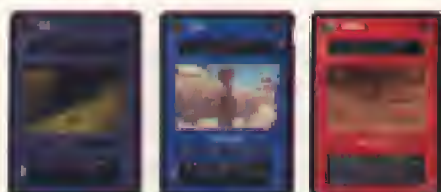
The Ronto from Special Edition turns each individual Jawa into a desert-bound threat. Deploy a Sandwhirl (to which your Jawa is immune) on the desert farthest from Tatooine: Jabba's Palace heading that way. Then, stick a Jawa on the back of a Ronto and have them follow the Sandwhirl around to drain. If the good guys come traipsing along to knock your Jawa off its mount, they'll have to wait until the Sandwhirl runs its course.

POWER OF THE HUTT + JABBA'S SAIL BARGE + JABBA'S SAIL BARGE: PASSENGER DECK + MERCENARY PILOT + LOTS OF ALIENS
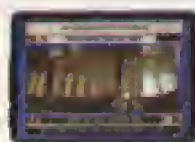
Look out, Jabba gave Wittin the keys! With Power of The Hutt on the table, Jabba's Sail Barge goes from floating casino to the blazing sword of Jawa vengeance. It's not enclosed, so aliens on board can still add their power in a battle—and they're immune to attrition <6. Be sure to occupy the Passenger Deck, too, so that the Barge itself gets immunity. Top with a Mercenary Pilot to add a destiny and even the boldest Jedi will think twice before coming after you. 🜚

Jawas of Doom

This month's deck is all about tiny evil, which is of course the scariest kind of evil. It was inspired in part by an old issue of the Marvel Comics *Star Wars* series called "Jawas of Doom," in which Boba Fett blasts his way out of the Sarlacc pit but is afflicted with amnesia and mistaken for a droid by curious Jawas. This deck doesn't even pay lip service to space, but it should hurt your opponent's Force pile enough to coax them down to the surface of Tatooine—where they will face your Jawa horde.

You'll probably want to use Twi'lek Advisor to start with Power Of The Hutt on the table, which will help you draw numerous cards you'll want quickly—Bib, Boelo, and the Sail Barge—as well as protect your gang of tiny droid merchants when they ride the Barge. The Jawas can spread easily across the Deserts on their Rontos, draining like crazy. This deck forces your opponent to lose cards through a number of diverse methods that don't often see play. Be prepared for your opponent to give you that same look Leia had on her face when she realized she'd been smooching Han in front of Jabba and all his buddies.

Disorder in the Court:
The Empire isn't the only force to be reckoned with

BY MICHAEL MIKAELIAN

A nything can be yours for the right price if you know where to look. When you look in Jabba the Hutt's palace, you won't be disappointed. Force drains? Got it. Direct damage? Got it. Retrieval? Got it. Character removal? Got it. High destinies? Got them too. Aliens that deploy for three less Force? Not unlikely. See, you can get everything in Jabba's palace, and the price is right.

Take it from the Top
When playing this Court Of The Vile Gangster/I Shall Enjoy Watching You Die deck (commonly known as "Court"), there are two potential opponents you will face: those playing You Can Either Profit By This/Or Be Destroyed (commonly known

as "Profit"), and those not playing Profit. Even though Profit is only one of many possible decks you might face, it is a powerful one. Court against Profit requires extra care and an alternate set up. If you must know what to do in that situation, skip ahead to "Non-Profit." It also goes without saying that what you read next doesn't necessarily apply when playing against Profit.

On your first turn you activate at least 5 Force, which is enough to deploy Mara Jade. This is the best thing to do, even if your opponent has played Battle Plan. If you have to, use your Audience Chamber game text to deploy her. While you're searching your deck for Mara, you want to confirm that Mara Jade's Lightsaber is

also there, since it can deploy from your Reserve Deck if you have the one additional Force.

Court is in Session
Once you've got Mara providing a steady Force drain of two, your opponent can't just sit back. He or she also loses 1 Force each turn if there isn't a non-droid Light Side character on Tatooine. By the time your opponent can address these issues, you should have plenty of options. Don't be too quick to spread out. Instead, make the Audience Chamber more challenging the longer your opponent waits to go there. Do this by deploying Boelo, Jabba, Ephant Mon, and Chall Bekan as early as possible. You want to hold onto your other

Feeding Time

Starting Cards (8)
- Court Of The Vile Gangster/I Shall Enjoy Watching You Die (EJP)
- Jabba's Palace: Audience Chamber (JP)
- Jabba's Palace: Dungeon (JP)
- Tatooine: Great Pit Of Carkoon (JP)
- Prepared Defenses (DSII)
- All Wrapped Up (JP)
- No Bargain (SE)
- There Is No Try & Oppressive Enforcement (RII)

Locations (4)
- Jabba's Palace: Lower Passages (JPSD)
- Jabba's Palace: Rancor Pit (JP)
- Tatooine: Jabba's Palace (JP)

Characters (17)
- 4-LOM With Concussion Rifle (ECC)
- Boba Fett With Blaster Rifle (EPP)
- Boelo (SE)
- Bossk With Mortar Gun (EJP)
- Chall Bekan (OTSD)
- Cloud City Engineer (CC)
- Dengar With Blaster Carbine (EJP)
- Djas Puhr (Premiere)
- Dr. Evazan & Ponda Baba (RII)
- Ephant Mon (JP)
- IG-88 With Riot Gun (ECC)
- Jabba (SE)
- Jodo Kast (EJP)
- Mara Jade, The Emperor's Hand (EJP)
- Prince Xizor (RII)
- Zuckuss (Dagobah)

Creatures (2)
- Rancor (JP)
- Sarlacc (SE)

Starships (5)
- Bossk In *Hound's Tooth* (SE)
- Boba Fett In *Slave I* (FCC)
- Dengar In *Punishing One* (FCC)
- *Virago* (RII)
- Zuckuss In *Mist Hunter* (EJP)

Interrupts (9)
- Defensive Fire & Hutt Smooch (RII)
- 2 Imperial Barrier (Premiere)
- Sniper & Dark Strike (RII)
- 2 Trap Door (JP)
- 2 Twi'lek Advisor (JP)
- Weapon Levitation (CC)

Effects (13)
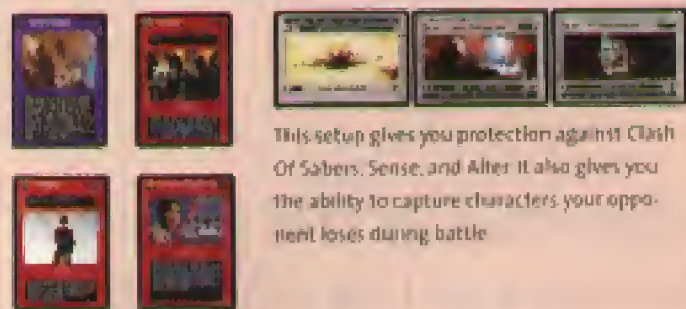- Ability, Ability, Ability (Dagobah)
- Battle Order (Endor)
- Disarmed (Premiere)
- Hutt Influence (JPSD)
- Lateral Damage (Premiere)
- No Escape (JPSD)
- Power Of The Hutt (JPSD)
- Reactor Terminal (Premiere)
- 2 Scum And Villainy (JP)
- Secret Plans (SE)
- Tatooine Occupation (SE)
- There'll Be Hell To Pay x2 (ANH)

Weapons (2)
- Dengar's Modified Riot Gun (JP)
- Mara Jade's Lightsaber (EJP)
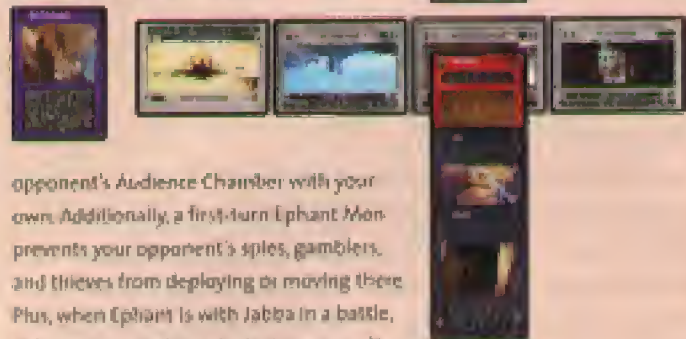
I: The Standard Setup

This setup gives you protection against Clash Of Sabers, Sense, and Alter. It also gives you the ability to capture characters your opponent loses during battle.

2: Versus "Profit"

Though you miss out on the benefits your three Effects provided initially, you gain a deploy -3 and the ability to convert your opponent's Audience Chamber with your own. Additionally, a first-turn Ephant Mon prevents your opponent's spies, gamblers, and thieves from deploying or moving there. Plus, when Ephant is with Jabba in a battle, he's power +2 and may be lost to cover all battle damage and attrition against you.

Han is a frozen (power and ability = 0) captive that cannot be escorted or targeted by either player.

In Hand

3: Feeding the Sarlacc

Without vehicles, you probably won't be taking advantage of the Sarlacc's Force retrieval game text. Still, the Force loss caused by the Objective and the threat of losing characters to the Sarlacc combine to make it worth playing. After capturing a character with one of your droid bounty hunters, wait patiently while the Sarlacc attempts to eat the captive. This happens every battle phase and during each of your control phases.
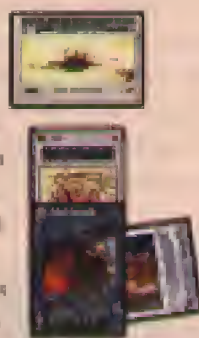
4: Feeding the Rancor

It's important that you don't give your opponent's characters a fighting chance against the Rancor. Unless you've got a high destiny set up, avoid dropping a lightsaber into the Rancor Pit along with Luke or Obi-Wan. Use Disarmed and Weapon Levitation to keep them honest. In the case of Luke Skywalker, Jedi Knight, not only is he weaponless, he drops from 8 Power to 5 Power.

characters and wait for your opponent to make the first move.

When an opportunity presents itself, you should be able to do more than just battle. There are plenty of ways to get extra battle destiny, remove weapons, and capture characters before the battle is over. Characters like IG-88 With Riot Gun and Bossk With Mortar Gun can capture characters, as can Dengar's Modified Riot Gun. IG-88 also adds a battle destiny when battling alone or with another bounty hunter, while 4-LOM also adds a battle destiny when with Jabba or

Zuckuss, and Boba Fett With Blaster Rifle adds a battle destiny when with Han or Jabba. Dr. Evazan & Ponda Baba and Sniper & Dark Strike both allow you to use your weapons to get rid of characters before they have an opportunity to fire their own weapons. Weapon Levitation and Disarmed make it difficult for your opponent to hold onto his or her weapons.

Fringe Benefits

Battling isn't the only thing this deck does well. The Objective causes Force loss before and after flipping, as does Tatooine

Occupation. Additionally, the Rancor Pit provides Force retrieval at the same time the Rancor causes Force loss and removes its victim from the game. Scum And Villainy provides a tidy two Force retrieval each time you initiate a battle and keeps costs down. No Escape guarantees that Honor Of The Jedi won't ruin your day and also lets you take the top card of your Lost Pile into hand when you deploy it.

Non-Profit

It's no secret that Court and Profit were designed to be played against each other. While Profit has been popular since its release, Court is less popular than Hunt Down, Bring Him Before Me, and a variety of Set Your Course For Alderaan decks that have no intention of flipping that Objective. Against Profit, the setup is completely different, as are your first few turns.

First, your opponent's Objective lets you deploy up to two aliens to the Audience Chamber before the game begins. Choose Jabba (your aliens deploy -1 at same site) and Chall Bekan (your aliens deploy -1 at same and adjacent site). When you deploy Chall, you get to search your deck for a non-unique alien and add it to your hand. Since the game hasn't started yet, you get Cloud City Engineer and still get 8 more cards! Second, instead of using Prepared Defenses to deploy three Effects, use Twi'lek Advisor to deploy Scum And Villainy. Before the game even begins your aliens deploy -3 to the Audience Chamber. This frees up your Force for drawing cards which, in turn, allows you to play more aliens.

Don't hesitate to dump everyone you have into the Audience Chamber. Your opponent is paralyzed as long as Han remains a captive. Your job is guarantee that as long as possible. Start out with the Cloud City Engineer. Use his game text to convert the Audience Chamber back to your own. Then, use your once per game text on the Audience Chamber to deploy Ephant Mon from your Reserve Deck. Now your opponent can't move or deploy and spies, gamblers, and thieves to the Audience Chamber. Hang onto those Imperial Barriers, especially since Master Luke deploys for free.

A Call To Arms

LucasArts Rallies for Victory with STAR WARS: Battleground
BY HADEN BLACKMAN

Recall, for a moment, the final battle in *The Phantom Menace*, when the Gungan Grand Army lines up against the mighty Trade Federation in the plains near Theed. In the film, the tide of battle turns against the Gungans, who are routed just moments before Anakin Skywalker destroys the Trade Federation's Droid Control Ship. The droid army falls inert; the Gungans have been saved.

But, what if the droid control ship survived and the Trade Federation continued the battle without interruption? Or, what if the Gungan army was so well equipped, and its commanders so brilliant, that they overran the droid

tions. While leading a warring faction, the player must harvest resources (in this case, ilum and other *Star Wars* specific substances), build settlements and bases, and ultimately assemble an army to march against the enemy. According to *Battleground*'s Director, Garry Gaber, this newest offering from LucasArts will "fall squarely into the RTS genre," which is currently occupied by titles such as *StarCraft* and *Age of Kings*. "In simplest terms," Gaber explains, "*Battleground* will allow you to simultaneously control hundreds of *Star Wars* units in massive battles."

Like other RTS games, *Battleground* will feature several modes of play.

focuses on a unique *Star Wars* army and spans several different eras. "We have the Galactic Empire campaign," Gaber reveals, "which basically follows Darth Vader from the Battle of Yavin to the Battle of Hoth. And, of course you get to defeat the Rebels on Hoth as your final mission." The Rebel campaign, which takes place before the events of *A New Hope*, revolves around Princess Leia's efforts to aid the fledgling Rebellion.

Wookiees appear as a fighting force in the tutorial campaign, where players will learn the game's basic mechanics by assuming the role of Chewbacca's father, Attichitcuk. The Wookiees also return for the final campaign, in which Chewie must fight to liberate Kashyyyk. OOM-9's efforts to crush the Gungans will be the focus of a Trade Federation campaign, and the Gungans make a major appearance as well. The Gungan campaign culminates with the clash between the Gungans and the Trade Federation. While the Naboo don't have a full campaign of their own, an RSF division rounds out the playable armies available in Multiplayer and Skirmish modes.

Securing victory in campaign mode will reveal cinematics and unlock special bonus missions. "I call these 'What If?' missions," Gaber says. "We've taken these battles and given them to the

"*Battleground* will allow you to simultaneously control hundreds of *STAR WARS* units in massive battles."

army long before Anakin even reached his N-1 starfighter? Both scenarios are possible in LucasArts Entertainment's *Star Wars: Battleground*, a Real-Time Strategy game being developed for the PC and due to hit shelves around Christmas of 2001.

Real-Time STAR WARS
A Real-Time Strategy (RTS) game puts players in control of warring civiliza-

including a single-player Campaign mode, Multiplayer for up to eight players (over modem, serial, IPX/LAN, and Internet connections), and a Skirmish mode that pits a human intelligence against up to seven computer-controlled armies.

In the story-driven Campaign mode, players will progress through over forty missions contained within six different storylines. Each of the campaigns

player as bonus missions, where the outcome is not predetermined." Through these bonus missions, a player can lead the Rebels to victory at the Battle of Hoth or take command of the Gungans to destroy the Trade Federation at the Battle of Naboo, all without disturbing current continuity.

The Multiplayer and Skirmish modes, which both allow players to dictate which armies are involved in a battle, add another dimension to these fantasy battles. "Players might assemble a combined Gungan/Naboo force to take on OOM-9," Gaber says. "Or, they could array everyone against the Galactic Empire."

Multiplayer and Skirmish matches won't simply hinge on which army can destroy the other in the least amount of time. Gaber tells *Gamer* that *Battleground* generals will have several different options when creating Multiplayer and Skirmish bouts. Game styles include "'King of the Hill," where the object is to hold a specific site, and "Commander," in which each player

tries to eliminate specific leaders on the other sides. While the single-player campaigns cover Naboo, Kashyyyk, and a number of additional worlds, the *Battleground* team is also creating landscapes specifically for the other modes

of play. Portions of Tatooine, for example, will only appear as battlegrounds in Multiplayer mode.

Finally, even when players have mastered all of the single-player missions, multiplayer maps, and skirmish matches, *Battleground* will continue to present challenges thanks to a scenario editor shipping with the product. The scenario editor will provide players with the game's art set and mission design tools. "We're giving players the ability to create scenarios, just like our mission designers here are doing," informs Gaber. "With the editor, players will be able to design their own scenarios and either put those out on the net or share them with their friends."

Force Commander II?

Star Wars: Battleground immediately invites comparisons to one of LucasArts' recent efforts, *Force Commander*. Like *Battleground*, *Force Commander* is an RTS set in the *Star Wars* Universe. Gaber is very open when discussing *Force Commander* and its influence on *Battleground*, but he is also quick to point out that this new project should not be considered *Force Commander II*. "*Battleground* is probably as different from *Force Commander* as you can get while still staying in the same genre," he says. "First off, *Force Commander* was a 3D game; *Battleground* is a 2D game. 3D is a really different experience, and it's very contained. 2D give us much more freedom, in many respects."

The number of units also represents a sharp contrast between the two titles: *Force Commander* was limited to fifty units on a side; *Battleground* will allow up to 200 units per army in Multiplayer matches, with even more units

"*Battleground* is as different from *Force Commander* as you can get while staying in the same genre."

available in the single-player campaigns. This is all in accordance with Gaber's vision for the product: "I have this dream of controlling an absolutely massive army of AT-ATs and AT-STs and wiping out hundreds of Trade Federation battle droids," he grins.

In addition, while *Force Commander* required hardware acceleration and a robust PC, *Battleground* is shooting for fairly low minimum system specifications and will not require hardware acceleration. "We wanted *Battleground* to be very accessible," Gaber maintains.

Probably the most dramatic difference between the two products, however, is the fact that *Battleground* will use a pre-existing engine licensed from Ensemble Studios, developers of *Age of Kings*. Using the licensed Genie Engine gives the *Battleground* team a huge advantage that *Force Commander* did not enjoy: "*Force Commander* was built from the ground up, three times actually," Gaber admits. "As a result, it took us over three years to finish. *Battleground* will be completed in about a eighteen months."

"We're going to have a much more extended beta program," Gaber promises. "We're also seeking a tremendous amount of feedback from the company. Because *Battleground* plays on a relatively low-end machine, it's really easy to get everyone at LEC playing it. We plan to conduct heavy multiplayer games until we ship the product."

STAR WARS: Battleground Field Reports

- » SIX SPECIALIZED ARMIES: (WOOKIEES, TRADE FEDERATION, NABOO, GUNGANS, GALACTIC EMPIRE, AND REBEL ALLIANCE)
- » 300 UNIQUE UNITS AND BUILDINGS
- » 200 MAXIMUM UNITS TO A SIDE
- » 8 PLAYERS PER MULTIPLAYER GAME
- » 6 SINGLE-PLAYER CAMPAIGNS
- » 42 SINGLE-PLAYER MISSIONS (INCLUDING BONUS MISSIONS)
- » 3,000 ART ASSETS
- » 150 CHARACTERS
- » 3,500 LINES OF DIALOGUE
- » 18 MONTHS IN DEVELOPMENT

STAR WARS DEMOLITION

Cheat To Kill: Secret Codes For *Demolition*

Quagga's Future Revealed!

To enter codes, access the "Preferences" screen, under the "Options" menu. While on the Preferences screen, simultaneously press R1 and L1 (or R Trigger and L Trigger on the Dreamcast). This will bring up a "PASSCODE" entry option. Use the directional buttons on the keypad to enter any of the following codes. Press "X" to activate the code on PlayStation; Press "A" to activate the code on Dreamcast.

- **MOVIE_SHOW**: Watch all of the victory movies in sequence. Find out what Quagga did with his winnings!

- **SAD_MOVIES**: Watch all of the defeat movies in sequence. Learn the final fate of General Otto.

- **MULTI_CARS**: Allows mirror matches. Discover who's tougher: Boba Fett or ... Boba Fett?

- **WATTO_SHOP**: Unlocks all vehicles and characters. Have fun (cheaters!).

- **EXTRABUTTS**: Enables camera buttons. Watch the action from new perspectives.

- **ITS_A_TRAP**: Allows three enemies to attack at once. Not for the faint of heart.

- **NO_PEEKING**: Enables a "random selection" feature in the shell.

Battle Engine

Using Ensemble's Genie Engine has freed the developers to focus on *Battleground*'s overall design, rather than a long list of programming tasks. It also brings with it a potential audience: the *Age of Kings* fans. "One of our major design mandates for this game was to please both the *Star Wars* fans and the *Age of Kings* fans," Gaber says. "We haven't taken anything out of *Age of Kings*—there has been nothing that we couldn't make work in the context of *Star Wars*—we've only added to the gameplay experience as much as possible."

Among these gameplay additions are aircraft and submersibles, neither of which appear in *Age of Kings*. Players can expect to control X-wings, Y-wings, Naboo N-1 starfighters, and droid starfighters during combat. In addition, many armies, including the Gungans, utilize watercraft. "All of the Gungan ships are basically subs," Gaber says.

Along with providing the engine, Ensemble has given the team support and advice throughout the development process. "Working with Ensemble is wonderful," Gaber smiles. "They're going to help us test the game, and they've revealed tips and tricks for tuning and balancing this type of game. They're all big *Star Wars* fans, so they're really excited about this project."

The Art of War

Although the major programming concerns have been largely addressed, the *Battleground* team still has a sizable task ahead in terms of art and design. When the game ships, it will contain over 3,000 individual art assets. "We're not sharing any art across any of the armies," Gaber says. "Each army will have its own, special look. That's a huge challenge—and it's not normally done in this type of game—but it's resulting in some really gorgeous, civilization-specific stuff."

Gaber defines the overall art style as "more colorful" than other LEC *Star Wars* products. "We're not going so much for the realistic, harsh look," he says. "We have a lot of bright colors; all of our player colors, for example, need to be pretty bright so you can easily discern the different sides. The game still looks very much like *Star Wars*, but it is definitely a very colorful game that's a lot of fun to look at."

Although the game uses a fixed camera perspective and is, in essence, a 2D game as far as the player is concerned, much of the artwork will be created in 3D. "We'll be using sprites for all of our units," say Gaber, "which means that we'll have really beautiful rendered versions of everything, from kaadu to TIE Bombers."

To complete the game and generate the hundreds of troops, vehicles, and buildings required, Gaber has assembled a team that includes four animators, eight modelers, five level designers, a dedicated interface designer, two programmers, and various leads to manage the team effectively.

Along with actually building the required models for the game, the artists also have to spend a great deal of time designing new *Star Wars* content, such as never-before-seen units and vehicles. Of all the armies, the Wookiees have proven the most challenging in this regard. "With the other armies, we had a great deal of reference," Gaber says. "Fortunately, Greg Knight (Lead Concept Artist) and Chris Williams (Lead Artist) have developed a look for the Wookiees that combines wood-based, organic materials with high technology and metal. We've come up with some cool designs based around those combinations."

Combat Maneuvers

Battleground promises to include great depth of gameplay and a wide variety of combat opportunities for players, largely due to the unique nature of each army. "For

the six armies in the game, we're including nearly every unit and ground-based vehicle ever seen in the films, comics, or games," Gaber promises. "We'll have around 300 separate units, including troops and buildings, which is more than any other game in the genre."

Along with AT-ATs and AT-STs, Imperials will have access to AT-PTs, speeder bikes, several different types of stormtroopers, and a host of other units. Rebels, meanwhile, will produce hovertanks, tauntaun riders, swoop bikes, and infantry, among other units. The team has also invented new vehicles for each army, including a "Wookiee speeder" and a Naboo weapon-of-war known as the Steadfast. To further differentiate the

armies, unique units will become available; the "Wookiee Berserker," for example, has self-regenerative properties that no other unit in the game will possess.

The team has also worked diligently to bring out the Gungan army's full potential. Gaber explains the appeal of the Gungans: "I really feel that a biological society, with almost wholly biological units, and these huge dinosaur-based transports, is extremely compelling. We've been able to explore those themes and have created some really cool land-based units and organic-looking ships. It's a great contrast to the high-tech, military look of the Empire."

In addition to the central characters in each campaign (Attichitcuk, »

Battle for Naboo Vehicle:
Trade Federation Gunboat RPG Statistics

Trade Federation Gunboat

Craft:	Trade Federation Gunboat
Class:	Water (gunboat)
Cost:	$18,000 (new)
	$9,000 (used)
Size:	Large (6m long)
Crew:	Normal +2 (1 pilot)
Passengers:	3
Cargo Capacity:	40 kilograms
Speed:	50 m (100 km/h)
Altitude:	up to 1 m
Defense:	15* (-1 size, +6 armor)
Hull Points:	35
DR:	5
Weapon:	Heavy Laser cannon
Fire Arc:	Turret
Attack Bonus:	+3 (-1 size, +4 fire control)
Damage:	5d10
Range:	200 m
Weapon:	Energy bombs (2)
Fire Arc:	Rear
Attack Bonus:	+3 (-1 size, +4 fire control)
Damage:	4d10
Range:	50 m

*A gunboat provides one-half cover to its passengers.

Battle for Naboo features a number of new vehicles used by the Trade Federation and the Naboo. One of the most prominent is the Trade Federation gunboat, deployed to patrol waterways and swampland. The armored vehicle boasts a twin anti-aircraft laser turret, which can rotate 360 degrees, and energy bombs.

According to Battle for Naboo's Project Leader, Brett Tosti, the gunboat was designed to allow gamers to experience Star Wars combat from a new perspective—in this case, from a boat. "As far as I know," Tosti adds, "this is the first Star Wars game to allow players to control a boat in a combat situation." Playtesting revealed that the gunboat was too vulnerable to attacks. "To solve the problem," Tosti explains, "we just decided that a great offense is the best defense and gave the gunboat one of the most powerful weapons in the entire game."

N64 Secrets:
Battle for Naboo N64 Codes

Use the following instructions to uncover a few of these Easter eggs:
To enter the codes, select "Options" from the Main Menu, followed by "Passcodes." At the Passcodes Input Screen, enter any of the following codes:

- **KOOLSTUF**: Access artwork from the development process, including concept art and design sketches.

- **TALKTOME**: Activates a running commentary from the developers at LucasArts and Factor 5.

- **DROIDEKA**: Provides the vehicles with shields similar to the destroyer droid's shields, offering added protection.

- **RUAGIRL**: Turns all player-controlled vehicles pink. No discernible tactical advantage here.

- **PATHETIC**: Receive infinite lives.

- **LOVEHUTT**: Check out a photo of the development team.

- **WAKEUP**: Visit the "music showroom."

- **EWERDEAD**: Everything is subject to a "one-hit" kill!

- **OVERLOAD**: Increases the rate of fire in the game.

- **ADEGAN**: Unlocks "advanced lasers" on vehicles.

- **DRJEKYLL**: Watch the wacky "heightmap dance!"

Boss Nass, Leia, Vader, OOM-9, and Chewbacca), supporting heroes and villains will make frequent appearances and will be available during Multiplayer and Skirmish modes. Among the guest stars are Lando, R2-D2, C-3PO, Queen Amidala, Han Solo, Luke Skywalker, Captain Tarpals, Wedge, and Captain Panaka. "We also have characters from the Expanded Universe," Gaber adds. "We drew heavily on the comics, novels, and other games. You'll be able to control Dark Troopers on the Galactic Empire side, for example, and Mara Jade is in." Armies with credits to burn will be able to hire bounty hunters such as Boba Fett, Aurra Sing, and even Vilmarh Grahrk.

As Battleground armies grow, they'll eventually gain the ability to recruit Jedi, dark Jedi, and Sith to their cause. "We do have a developed Jedi tech tree," Gaber reveals, "but because we know that the Jedi are limited in number in the movies, especially the Classic trilogy, we won't have Jedi in every single-player mission in the game. The ability to recruit and train Jedi units will really reach its full potential in Skirmish and Multiplayer modes."

As with most other RTS titles, players will be able to improve units and buildings through upgrades and technology. "We'll have a ton of Star Wars tech," Gaber promises. "We'll have scanners and macrobinoculars to improve infantry capabilities. And we'll have upgrades to buildings; you'll be able to construct bigger, better battle droid factories, for instance."

Sound will also play a role in differentiating armies. "Many RTS games reuse a lot of sound assets over and over again," says Gaber. "But, in our game, each type of unit needs its own sound effects, for each civilization. The AT-AT has its own unique sound, just like a fambaa on the Gungan side will have its sound effects. This creates another huge list of required assets."

Many units will respond to player commands with pre-recorded voice lines. "We'll have about 150 different characters with actual dialogue," Gaber says. "We have so many characters because we need to delineate our speaking units by giving each one a recognizable voice and a strong personality. As a player, you'll get used to what a tauntaun rider or an AT-ST driver sounds like."

Understanding the inner workings of each army will be a key to victory. "You'll need to develop different tactics for each side," Gaber advises. "The Gungans, for example, have the ability to build underwater; this is a huge advantage in our game, and it's something that players will need to master. As the Empire or the Trade Federation, players will be able to generate lots of infantry fairly inexpensively. The Rebels have stealth capabilities that none of the other sides have." Exploiting these strengths, along with understanding

Star Wars Galaxies Update!
Imagine the Entire Universe Is Your Playground

Development on Star Wars Galaxies, the first-ever Star Wars massive multiplayer online roleplaying game (MMORPG), is moving forward at a break-neck pace. The official web site (www.starwarsgalaxies.com) continues to be a source for new information on an almost daily basis. Among the recent revelations:

- Players will be able to own pets, including Star Wars creatures and droids.
- Players can own houses, vehicles, and a wide array of equipment.
- The Developers are drawing heavily on the Expanded Universe (games, comic books, and novels) to flesh out the virtual world.

- Players will be able to fight one another, if they wish (in Player versus Player, or PvP combat).
- The game will offer a skill-based advancement system. Players will learn new skills as they advance through the game, and Force powers will be handled as a separate "skill tree."

The Star Wars Galaxies web site continues to update its list of Frequently Asked Questions on a weekly basis, and members of the Development Team post messages to the site nearly every day. In addition, the site has recently announced plans to host live chats with the developers in the near future and will be revealing the full list of playable species before May.

Building a Virtual World: Concept Art in Star Wars Galaxies

When LucasArts announced its intention to partner with Verant Interactive and Sony Online Entertainment to produce Star Wars Galaxies, a massively multiplayer online game set in the Star Wars Universe, few fans knew exactly what to expect. The sheer amount of virtual space required for any MMO is immense, and fans have been left wondering whether LEC can deliver a faithful representation of the Star Wars galaxy while producing a game of this size and scope. That is certainly the company's goal, and one of the first steps in creating an immersive environment is often concept art.

To better understand how concept art works in video games, and Star Wars Galaxies specifically, Star Wars Gamer visited with Arnie Jorgensen, who is one of the concept artists working on the MMO.

which friendly unit counters which enemy unit, will prove vital.

Fortunately, *Battleground* offers an in-game tech tree to help players familiarize themselves with each army's capabilities "This is something we're carrying over from *Age of Kings*," Gaber says. "Players will be able to use the tech tree to learn about all the different units before they play the game. This will allow players to formulate plans and strategies."

The game will ship with an in-game encyclopedia ("Behind the Magic Lite," according to Gaber). The text-based guide will describe all of the units in the game in *Star Wars*-specific terms and provide history lessons on each of the major civilizations and armies. "I know that the encyclopedia will contain a lot of good little nuggets that fans haven't read before," Gaber states.

The March To Victory

Star Wars: Battleground is set to ship in Christmas of 2001, and the team seems well on its way to completing the product. "We've just finished the initial mock-up of the game and are building scenarios," Gaber reveals. "We have all the units in the game, in some state—they might just be concept art right now, but they're in and they're working." The mock-up version allows the team to continually tune and balance the game from a very early stage "We should have every possible feature implemented within a month. By the time *Gamer* #3 hits stands, we'll just be concentrating on mission design, tuning, and polish."

And, the excitement is clearly building on the team, especially with multiplayer functional "Yesterday, I threw one hundred stormtroopers at one hundred battle droids," Gaber tells us with a smile. "Now *that* was cool." ▣

Battle for Naboo on PC:

LucasArts and Factor 5 recently announced that *Battle for Naboo* will be making a much-anticipated appearance on the PC. Originally developed for the Nintendo 64 game console, *Battle for Naboo* follows the exploits of Lieutenant Gavyn Sykes as he tries to free his people form the oppressive Trade Federation. The critically acclaimed action game takes players across Naboo and into space, pitting Sykes against Trade Federation tanks, droid starfighters, STAPs, battle droids, and other threats.

Slated for released in March of 2001, the PC version of *Battle of Naboo* will contain the same storyline and missions as its predecessor but will boast improved graphics due to enhanced game resolution and more detailed textures. It will also include a new interface. ▣

Star Wars Gamer (SWG): Thanks for taking time to give us some insight into your job, Arnie. Can you start by telling us a little bit about your background?

Arnie Jorgensen (AJ): Sure. My background is mainly in Sequential storytelling . . . comic books.

SWG: Do you have any formal art school training?

AJ: Yes, I went to the Joe Kubert School of Graphic Art and Animation for 3 years. I originally went there to study Animation but then decided to move into Graphic Art for my last two years.

SWG: How did you get into doing illustration?

AJ: My first job out of school was working on a summer add campaign for *Rolling Stone* Magazine. Then I got an offer to work at DC Comics on a book called *Legion '95*. Looking back on it, I wonder how my editor ever kept me on the book as long as he did; I was horrible. From there I went to work for just about every major comic house in America and became a little more

satisfied with my art each month. In those early years I was kind of getting paid to learn I think.

SWG: What was working in the comics industry like?

AJ: I really enjoyed some of the things about the comics industry, things like working wherever I wanted and just sending in my art. Also, the people in comics are on a whole really great to work with, especially those at DC Comics. But it was a lot of work. A comic must come out every month, rain or shine, which means very little time to take off for things like vacations or just rest. It doesn't matter whether you want to take a week off to see family for Christmas, because your book must come out. I remember taking my work with me on almost every vacation.

SWG: How did you segue into creating concept art for games?

AJ: I was working at DC Comics on JLA (Justice League of America) when I got a call from an old friend, Ben Herrera, who said Ion Storm was going to

open a comics division and I should send in some stuff. Well, I've always wanted to work in video games and I figured this would be a good way in. I got the job, and as it turned out Ion Storm trashed the comic division but kept me on as a concept artist, so my plan worked. I still think it was the best move I ever made, and I'm happily playing more video games now than ever before.

SWG: What led you to Verant/Sony Online Entertainment in Austin?

AJ: I left Ion Storm to go work for a company named Retro Studios. After about a year and half there, I got a phone call from a friend from Ion, Justin Randall, who said he was working with a new team developing a *Star Wars* game! As they say in comics, 'nuff said.

SWG: What are some of the differences between working in games and illustrating comics?

AJ: It's different artistically because you do concepts rather than finished sequential art. If I draw a Mon Calamari

▲ "Here we have a female Bothan in war paint and a lightsaber. It was fun to do because the Bothans are one of the species where I had a little leeway in my design."

Shayl Le'tah, Bothan Scn 4//JG 4 (Jedi Investigator): Init +6 (Dex, Improved Initiative); Defense 22 (+10 class, +2 Dex); Spd 10 m; VP/WP 36/10; Atk +8/+3 melee (2d8+1/crit 19-20, lightsaber) or +9/+4 ranged (3d6, blaster pistol); SQ illicit barter, better lucky than good; SV Fort +5, Ref +10, Will +3; SZ M; FP 7; Rep 6; Str 12, Dex 15, Con 10, Int 12, Wis 11, Cha 13.

Skills: Bluff +6, Computer Use +6, Disable Device +8, Disguise +11, Gather Information +9, Hide +9, Listen +7, Move Silently +9, Sense Motive +2, Spot +6, Tumble +7.

Force Skills: Battlemind +7, Enhance Ability +8, Force Push +7.

Feats: Exotic Weapon (lightsaber), Force-Sensitive, Improved Initiative, Skill Emphasis (Disguise), Weapon Group Proficiency (blaster pistols, simple weapons).

Force Feats: Alter, Control, Lightsaber Defense, Sense.

Equipment: Lightsaber, blaster pistol, macrobinoculars, fake ID.

with a lightsaber, I don't have to draw that same guy a thousand more times throughout the rest of the book, all year long. A problem that I had with comics is that I never felt "done." In games, if I do a piece and I like it, it's done.

SWG: Coming from another industry first, what has been your overall impression of the games industry?

AJ: Working in games is a blast! I love almost everything about it so far. We have a lot of creative input in the product, even a product as well known as *Star Wars*. I've said that I've always loved playing games, and now being able to help design them is awesome.

SWG: What advice would you give to an artist interested in working in games?

AJ: If I planned from school to go into games, I would set up my portfolio in a well-rounded way. I wouldn't rely on being just a good texture artist, modeler, animator, or concept artist. I would learn as many of these skills as I could. You can get a job by being good at any one of these disciplines, but your chances increase when you can do it all.

SWG: Everyone associated with this project seems to be a *Star Wars* fan. Are you?

AJ: Let's just say that I've been waiting for this job since I was seven. *Star Wars*, along with The Lord of the Rings, has helped to mold my life. Almost

Nogget, Mon Calamari Sct 6 (Trailblazer): Init +1 (Dex); Defense 16 (+5 class, +1 Dex); Spd 10 m; VP/WP 38/12; Atk +6 melee (1d3+2, punch) or +5 ranged (3d8, blaster carbine); SQ Trailblazing, uncanny dodge (Dex bonus to Defense), skill mastery (Move Silently), amphibious, +1 species bonus on Fort saves in moist environment, –1 penalty on Fort saves in dry environment; SV Fort +4, Ref +4, Will +5; SZ M; FP 3; Rep 3; Str 14, Dex 13, Con 12, Int 17, Wis 14, Cha 10.

Skills: Astrogate +12, Climb +6, Computer Use +9, Craft (maps) +7, Jump +6, Listen +11, Move Silently +10, Pilot +10, Repair +10, Spot +11, Survival +11, Swim +12.

Feats: Heroic Surge, Skill Emphasis (Survival), Starship Operations (Space Transports), Track, Weapon Group Proficiency (blaster pistols, blaster rifles, simple weapons).

Equipment: Blaster carbine, modified light freighter, field kit.

everyone on this team came here because we are *Star Wars* fans. I would like nothing more than to have people play this game and get the same feeling of wonder that they had when they went to see the movie for the first time.

SWG: From an artist's standpoint, what do you like most about *Star Wars*?

AJ: The designs on *Star Wars* are creative. The *Star Wars* universe has a look of extremes, from high tech to stone age. I know when coming to work that I'll be able to draw stuff that is totally different than what I drew yesterday, and that keeps it fun. Also there's a real sense of history that we must work with.

SWG: We know that working within this particular license brings with it some challenges, along with the (obviously) tremendous benefits. Let's start with the challenges.

AJ: The challenge for me is to live up to what's come before. With people like Doug Chiang, Iain McCaig, and Terryl Whitlatch to follow, I have to concentrate on just making my designs look

▲ "A male Mon Calamari. We're trying to explore different skin patterns with our aliens. *It's a TRAP!* I love Mon Cals ..."

▲ "This is my version of the famed Krayt Dragon. We tried to combine elements from all the published versions of the creature."

A krayt dragon will pursue a foe until it has its meal or the prey escapes the boundaries of the mountains. It prefers to attack from among the rocks, where an opponent must come within range of the dragon's claws to launch an attack of its own.

Krayt Dragon, desert predator 8: Init –2 (Dex); Defense 8 (+8 natural, –8 size, –2 Dex); Spd 15m; VP/WP 150/320; Atk +17 melee (2d8+15, claw) or +12 melee (4d6+15, bite); SV Fort +21, Ref +4, Will +1; SZ C; Str 44, Dex 6, Con 40, Int 3, Wis 8, Cha 14; Challenge code: G.
Skills: Intimidate +13, Survival +14.
Feats: Power Attack, Track.

like they fit into the same universe. The challenge is to mold creatures and characters into an already existing realm, and make them look like they belong.

SWG: And the benefits?

AJ: We're going to have people really looking closely at this game when it ships just because it's STAR WARS. Expectations are really high for this to be a great game, and that's a benefit in my mind. We realize that people are going to look closely at this game and expect it to live up to the STAR WARS mystique, and we're working our hardest not to disappoint.

SWG: As a STAR WARS Galaxies concept artist, what do you do on a daily basis?

AJ: Usually the day begins with checking e-mails to see if anything new has popped up that might affect my schedule for the day—meetings or whatever. Then I get to goof off, by just drawing all day. I usually only have one

or two small lights on around the drawing table, and the rest of the room kind of dim. It helps me to focus. Also, I have music playing constantly, anything from the Pixies to the STAR WARS soundtrack. And I take breaks every now and again to school people in ping-pong.

SWG: You've already created a number of new creatures for STAR WARS Galaxies. What's been the hardest part about that process?

AJ: Just making them look like they could live and breathe in a real world.

SWG: What do you use for reference?

AJ: If I need to draw a panther-type creature, I'll sometimes look at a

Nabat Vaila, Twi'lek Nbl 5/CL 3 (Information Broker): Init +3 (Dex); Defense 20 (+7 class, +3 Dex); Spd 10 m; VP/WP 58/16; Atk +4 melee (1d3, punch) or +7 ranged (3d4, sporting blaster); SQ Call in a favor (2), inspire confidence +1, command +2, contact, resource access, inspire fear –2; SV Fort +6, Ref +7, Will +7; SZ M; FP 4; Rep 10; Str 10, Dex 17, Con 16, Int 12, Wis 10, Cha 15.
Skills: Appraise +5, Diplomacy +12, Gather Information +15, Knowledge (Galactic Politics) +8, Knowledge (Streetwise) +9, Listen +4, Profession (Gambler) +7, Read/Write Ryl, Sense Motive +10, Search +3, Sleight of Hand +8 (bonus Nbl class skill), Speak Basic, Speak Lekku, Speak Ryl, Spot +4.
Feats: Fame, Sharp-Eyed, Trustworthy, Weapon Group Proficiency (blaster pistols, simple weapons).
Equipment: Sporting blaster, expensive jewelry, regal robes.

panther on the web, then go back to my table and draw from memory. On STAR WARS, I'm not trying to draw a panther exactly, but rather a creature that has some similarities to a panther, so this process works well. As far as designing new weapons or equipment, I'll go to

the reference books from the movies and take a piece from this gun and add a piece from that doodad, and whammo, I've got a cool belt buckle.

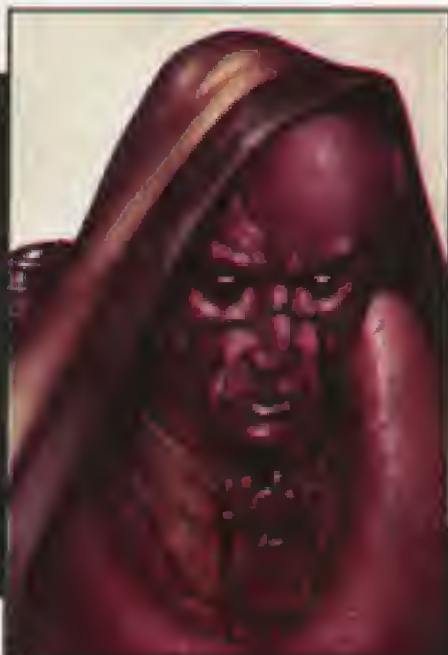**SWG: How does it feel to have your art translated into a 3D model?**

AJ: To be able to see my 2D drawing turned into 3D walking, talking character is really great, when the artists working on the model are talented. It's kind of a let down if the modelers aren't so hot. Fortunately, I've yet to be disappointed in the result with the artists I'm working with here.

SWG: Can you describe the STAR WARS Galaxies art style overall?

AJ: It's as close to the movies as we can get, with the polygon count that we have to work with. We're not trying to set any new "style" here. We're trying to make it STAR WARS, and I'd say that already has a pretty good style. ⑤

▲ "A rather nasty looking Twi'lek male. Some of the Twi'leks are actually good looking dudes, but unfortunately it seems Bib Fortuna has given them a bad rap."